M • A • R • V • E • L

# VISION™

THE MARVEL FAN MAGAZINE

#10
OCT 1996
$1.50

## ADAM KUBERT!

EX-WRESTLER, EX-FOOTBALL STAR, ARTIST OF WOLVERINE & OTHER STUFF!

## JOE MADUREIRA!

FROM INTERN TO INTERNATIONAL X-STAR. HOW DOES HE DO IT?

NOVELIST **TIMOTHY ZAHN**'S STARLORD

AND MORE! REALLY! WE SWEAR!

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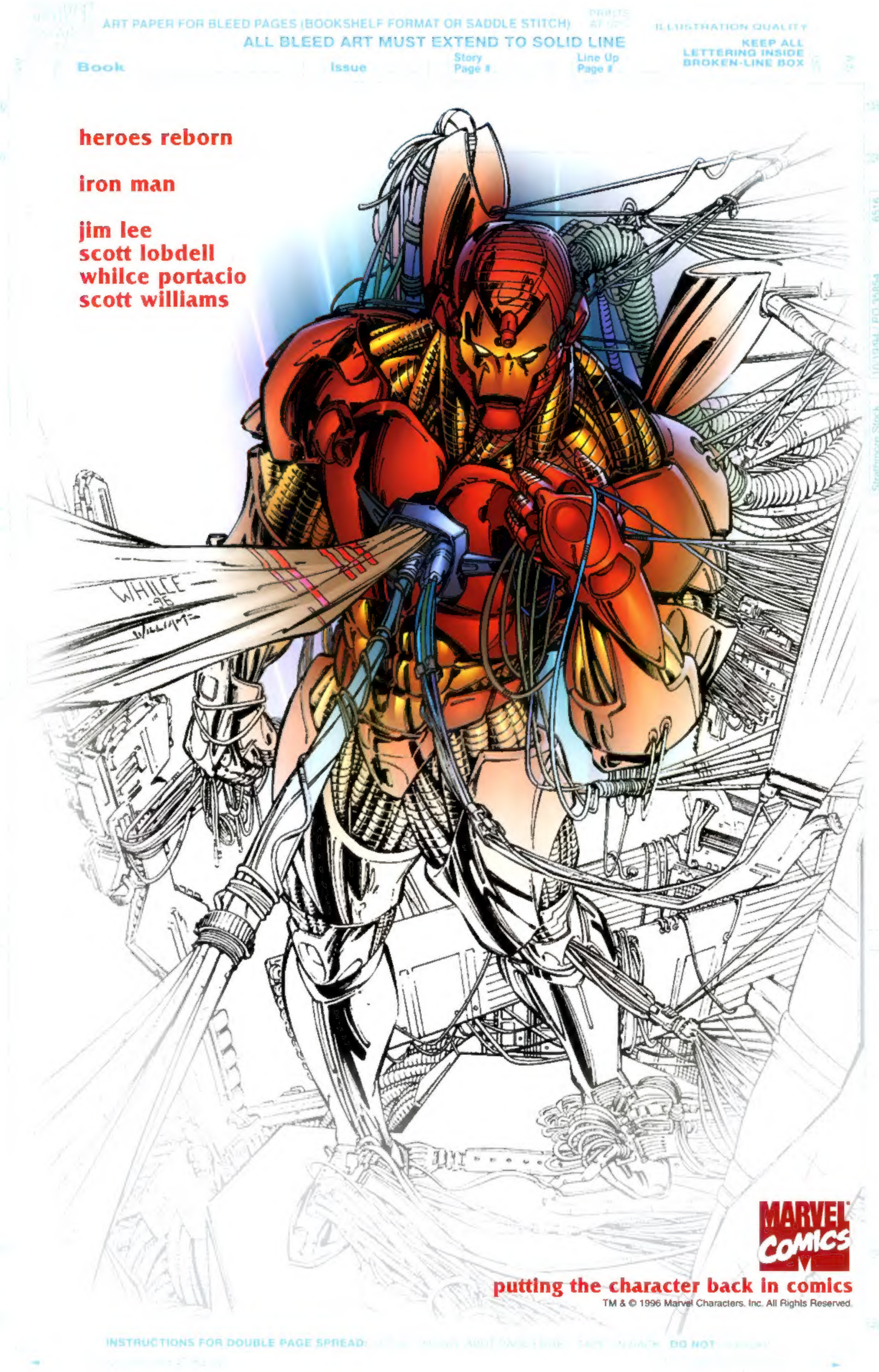
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heroes reborn
iron man
jim lee
scott lobdell
whilce portacio
scott williams
MARVEL COMICS
putting the character back in comics
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INSTRUCTIONS FOR DOUBLE PAGE SPREAD:

Timothy Tuohy
Sweltering from the heat

Jim Brennan
Vito Incorvaia
Victims of heatstroke

Steve Alexandrov
Chris Carroll
James DeSimone
Brent Ferguson
Viktor Koen
Jeanne Geier
Michel Le
Jennifer Pollack
Mel Sanchez
Puddles on the street

Mark Bernardo
Barry Dutter
Matt Friedman
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Peter Sanderson
Polly Watson
Think mirages are real

Wilson Ramos
Who?

Bill Rosemann
Sizzlin'

Deb Brust
Too cool to be hot

Bob Harras
Makes sure the heat is on time

William C. Bevins, Jr.
CEO, Marvel Entertainment

Gerard Calabrese
President, Marvel Comics

Jim Sokolowski
Sunburn waiting to happen

Stan Lee presents

# Marvel VISION #10

October 1996

## Tim Tuohy's sunstroke delusion #29

Okay. I'm in my backyard. I'm sweating. I've got my feet in two bowls of steaming water that only five minutes ago were filled with ice. The tumbleweeds roll past me on their way to cameo in some strange music video. A strange woman appears out of nowhere dressed in arctic survival gear carrying a tray. On said tray is a frosty, ice-cold pitcher of lemonade and an issue of ONSLAUGHT: MARVEL UNIVERSE. Which do you think I chose? If you said the lemonade, you were right. OWW! Sorry, Bob. What I meant to say was, "If you said ONSLAUGHT: MARVEL UNIVERSE, you're right." How's that, Bob? Okay. Don't screw up again.

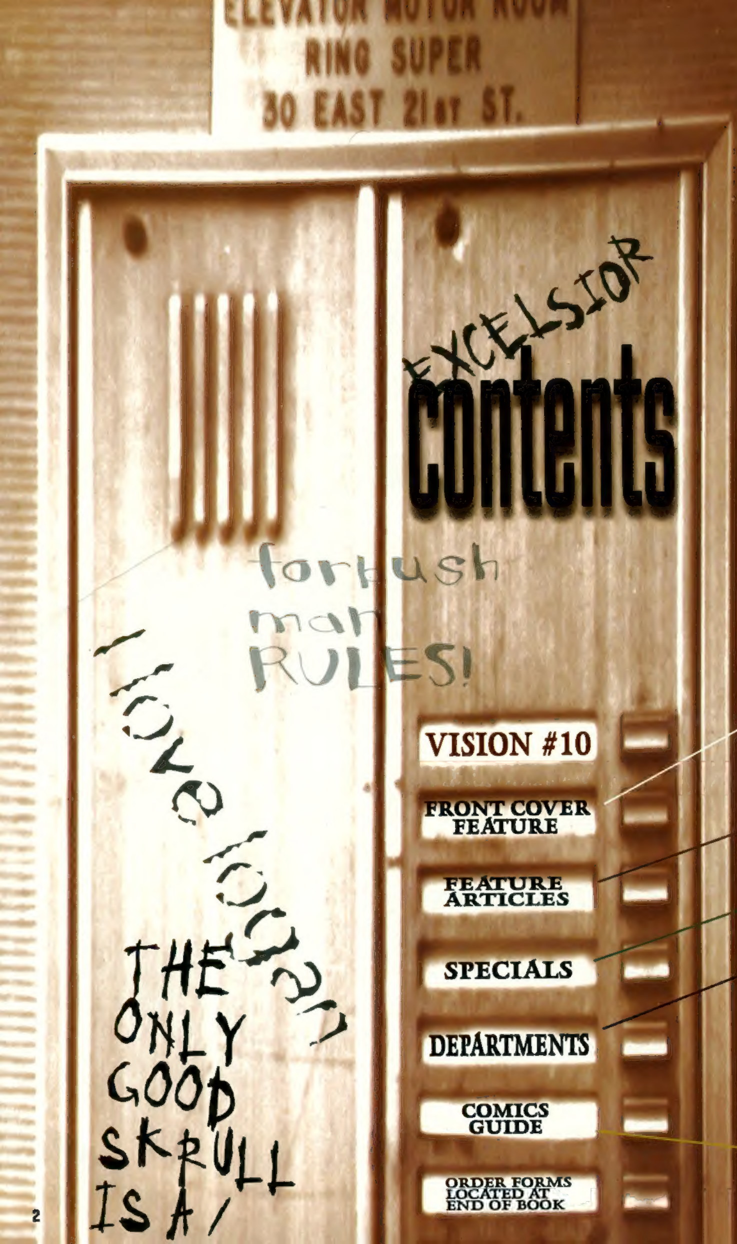
Ahem. Well, Onslaught has really done a number on Marvel this summer and we managed to get a weak and wilting Adam Kubert to tell us all about his experience with that malevolent monster. He also tells us about his career and fellow artistic sibling and legendary father.

Joe Madureira also lets us in on his own secrets to drawing Marvel's mutants. John Byrne does a Q&A session. More Lee/Liefeld. Mystique and Sabretooth share the spotlight in their own limited series. The Overpower checklist continues and much more. Not bad for a buck fifty.

Where'd the girl go?
I'm done.

Tim Tuohy

Scott Lobdell hands over the prize shirts into my eager hands.
photo: Richard Starkings

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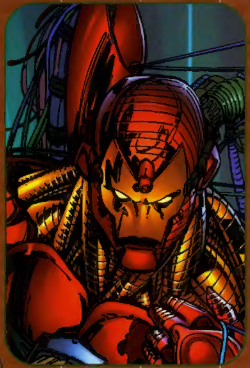

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# VISION INSIGHTS

Dear Insights,

After I had read issue #7 and heard that our good friend Chris Bachalo is back at GENERATION X, I felt it was necessary to send in a letter. Well, here are a few questions:

1) Will the GEN X TV MOVIE be available on video? I live in the Netherlands and we don't get the FOX TV network .

2) Could you guys make Marvel print all the X-Series on glossy magazine paper again?

3) Will there be a TIME SLIP of the Juggernaut?

Daniel Tak
The Netherlands

**Thanks for writing, Daniel. I think it would be safe for me to say that with the ever growing video appetite, the GEN X movie should be available on video in the future. If you check out your store's catalog list, you should be able to find Marvel's other small-screen efforts.**

**The rising cost of paper has reduced the amount of books printed on glossy paper at other companies as well as Marvel.**

**Juggernaut? Not in the near future.**

Dear Insights,

I am 16 years old and a longtime fan of Marvel Comics. I have to say that I love your magazine. Especially Comic Shop "Brows." I read the article about the early issues of MICRONAUTS and was very impressed. So impressed that I went out and bought all of the issues the other day. I have to admit, these comics are some of the best ever done. I'd like to thank you for the shopping advice.

I have always liked the work of Rob Liefeld and Jim Lee. However, I don't think they will change the characters too much. I hope to see these old characters with a better, newer look and feel: The heroes of the 60's with the style of the 90's.

In closing, I'd like to give you guys a suggestion. Please do an interview with the great and fantastic Mark Bagley. I discovered that he is leaving the AMAZING SPIDER-MAN and I was wondering what his future plans are.

Martin Reichl
Am Hang I
88239 Wangen
Germany

**Our international fans continue to be a growing source of pleasure for the VISION office. I did not become aware of the MICRONAUTS comic until issue #10. I had, though, been a collector of the toys and boy, do I wish I still had them!**

**I find myself agreeing with your views on the upcoming Lee/Liefeld adventure, now titled "Heroes Reborn." The countdown is growing short.**

**Mark Bagley will be leaving AMAZING with issue #414 as his last. However, he can still be enjoyed online. Mark has the distinct honor of drawing Marvel's first online comic.**

Dear Insights,

After reading issue #7, the first thing I can think of is how peeved off I am at missing the GENERATION X Art contest. I also missed issue #1-#3 of MARVEL VISION.

Please could you run another similar competition, like invent your own mutant and the winner gets their mutant drawn by one of your artists.

Could you bring out your first three issues again? I would and I know others would buy them for sure.

I have an idea for a new section in your magazine called A DAY IN THE LIFE OF...

I would also like to say well done to Adam Kubert, probably the best Marvel Artist. His work on WOLVERINE #100 was excellent. When are you going to interview all the X-Artists individually? The section on page 40, in issue #5, TECHNIQUES OF THE X-PENCILERS had me drooling for more.

Back to issue #7, page 33: the interview with Carlos Pacheco. Did you say he lives and works in Spain? How's that possible? What about meetings?

Michael Bowder
90 Ramsgate Rd.
Margate
Kent CT9 5RY
England

**I'm sorry that you missed the first three issues. This seems to be a problem that a lot of you are experiencing. My best advice is to let your retailer know that he has to order more. Marvel doesn't have any plans for reprinting those issues that you mention, sorry.**

**I'm sure that there'll be another art contest soon but after you give away Scott Lobdell's shirts, what can top that?**

**Hope that you liked this issue's interview with Adam Kubert. He has gone through an amazing transformation. Hard to believe he started out lettering.**

**And yes, you did read right. Carlos does live and work in Spain. A fair amount of our artists and writers work in different countries. When it comes to story meetings, sometimes they fly in but usually it's just a phone call away.**

Dear Insights,

Before going into my question I have a suggestion. Maybe you could devote a section of INSIGHTS to questions and answers. Use it as a way to enlighten fans that are confused or just unclear about things at Marvel.

Now without further delay, here are my questions:

1) You said that the order form at the back of MARVEL VISION was to help in ordering items at our local comic shops. How can we, the consumer, order accordingly when we don't even know what the items look like? I'm asking you to devote about three pages in your mag to give a complete, but short, description for every non-comic book item in the order form. For the posters and prints you just need to

provide the artwork so we can see what it looks like before ordering it. You've already done this partly in issue #7 with the Rogue statue. Why not just expand this to include the description of all non-comic book stuff for your next issue. For your concern that adding more pages for the non-comic item descriptions will take away from other material you feature in MARVEL VISION, why can't you just do away with all your in-house ads? In issue #7 alone, I've counted six in-house ads. These are unnecessary because they are already shown in your regular comics. These pages could still be used to give a description of all the non-comic items listed in the order form without taking away the pages you set aside for all the regular features you run. I'm keeping my fingers crossed for your announcement on page 62 in issue #7.

2) Your suggestion of asking our local comic shops for information about all the non-comic items is not applicable for me because ever since MARVEL VISION came out, all our local shops here don't carry MEGA MARVEL any longer. If you want to help push the sales of your non-comic products, you should provide us with a description of what it is so that we can order accordingly, right?

3) What is with the continuous typo errors in your mag? There are two [actually there are three] that I have seen on pages 9 and 42. Who are X-FACTER and what are SINGED comics? Do you still have a proofreader assigned to your mag? If not, I'd like to apply for the job. And do I get anything for pointing out these typos to you? Maybe a Marvel Proofreader of the Year Award?

4) What is going on with your "Tim Tuohy Can't Spell Worth Beans" contest? You said that you're giving out Marvel TPB's to the first ten entries who correctly identified your typo, but I only found eight names you listed as winners. Don't tell me that you also don't know how to count correctly? See issue #5 for the complete contest rules and regulations. And lest you forget, I'm sure that I'm one of the first ten to identify your typo since you already acknowledged it in my previous letter, so why was I not listed as a winner? Do I smell something funny here?

Art
(Address withheld upon request)

**Well, Art, this letters page seems to be the best place to hold our Q&As as all the questions this issue attest to.**

**1) I have heard and have acted. This issue licensed and non-comic products will have their own two-page spread in the back solicit section of VISION. The house ads are sometimes a necessary evil when material doesn't arrive in as timely a fashion as I would have liked. If you recall the problems with the pagination VISION had, it was because I am constantly rearranging the contents to keep an even mix of subjects. And even though you didn't bring them up, paid ads help pay the bills. VISION's low cost is supported through the use of these ads. If we got rid of them we would be forced to raise VISION's price and I sure don't want that to happen.**

**2) I don't know why your retailer doesn't get MEGA anymore. It is what he makes his order from. Ask again.**

**3) Art, nobody is perfect. Issue #7 had over 17,000 words with three typos. Though I wish there were none, that's a pretty good percentage. By the way, your letter had five.**

**4)Yes, I can count. At the time that I stopped accepting entries because the book had to leave for the printer, only eight people had actually identified the typo. One eagle-eyed fan found a "Dardevil" but missed the cover goof.**

Dear Insights,

I just finished reading issue #8 of your magazine and I was happy to see a preview page full of artwork from Jim and Rob. It certainly looks very impressive and I can't wait to see how the new stories play themselves out come September. What did take me by surprise was the news that the Avengers and the Fantastic Four will be missing from the Marvel Universe for a period of at least one year. Up until now I thought that the new Lee/Liefeld stories would be taking place in the regular Marvel Universe alongside Spider-Man and X-Men storylines. I guess that isn't the case. Well, I look at it this way: the Marvel Universe wouldn't be the same place if the Avengers and the Fantastic Four stayed missing forever. Somewhere down the line efforts will have to be made to merge the regular Marvel Universe with the Jim Lee/Rob Liefeld section just as soon as possible.

On another topic, I've been hearing news that in the new Lee/Liefeld stories, Nick Fury will be making his heroic return. I was very relieved to hear that because Nick is too good a hero to stay dead for long. If a character has to be killed off, then it should be someone uninteresting like the Punisher. I'm also eager to read the upcoming X-MEN/STAR TREK crossover. After so many years it's great to hear that Marvel will be publishing STAR TREK comics again. Life doesn't get any better than this. With Jim and Rob on board, and Marvel's STAR TREK books coming out, Marvel Comics is likely to Live Long and Prosper.

Robert Moraes
182 Robertson Way
Lincoln Park, NJ 07035

**Nice to hear from you again, Robert. Captain America and Iron Man will have mysteriously vanished from the Marvel Universe as well. I don't want to give anything away but you know that Onslaught is going to have had something to do with it. Nick Fury will be returning in the pages of Rob Liefeld's CAPTAIN AMERICA. If you couldn't tell by last issue's editorial, I'm really glad that Marvel is doing *Star Trek* again!**

Dear Insights,

There are three things in the Marvel Universe that I would like to see, and it all has to do with S.H.I.E.L.D.:

1) I would like to see a S.H.I.E.L.D. weapons and equipment technical readout. Everything from S.H.I.E.L.D. Central Headquarters, the Helicarrier, the flying jet cars to the combat body armor and jet packs. Including their jet fighters, helicopters, and ground assault vehicles. A profile of just about every piece of equipment in the S.H.I.E.L.D. inventory.

Everywhere you look somebody has a tech readout: BATTLETECH, ROBOTECH, STAR WARS. So I think it would be pretty neat to have a S.H.I.E.L.D. readout.

2) A one-shot on a brief history of →

S.H.I.E.L.D. Like the one-shot FURY of a couple of years ago, which told about the top-secret origin of S.H.I.E.L.D. This could be the top-secret history of S.H.I.E.L.D. itself. A profile of its many missions and battles with Hydra, THEM, AIM, Von Strucker, and The Yellow Claw.

3) Either an ongoing series, or if nothing else a mini-series on the adventures of modern day high-tech S.H.I.E.L.D. agents. Since Nick Fury is supposedly dead, have individual stories of the different field agents or maybe some of the S.H.I.E.L.D. pilots. Something like G.I. JOE SPECIAL MISSION used to be.

Since we're talking about S.H.I.E.L.D., what is the future status of S.H.I.E.L.D.? It seems like ever since Nick Fury was killed, they've been put on the back burner, and might even be disbanded. And with the destruction of the Helicarrier coming up in THE PUNISHER #10, could that really be the end of S.H.I.E.L.D.?

DON'T YIELD, BACK S.H.I.E.L.D.

Donald A. Hicks
8936 Avon Belden Rd.
North Ridgeville, OH 44039

**Having been involved with three PUNISHER ARMORIES, I can honestly say that what you ask involves a lot of research, but who knows.**

**Nick's "death" has brought a flood of his fans out and I am glad they're voicing their opinions on Marvel's scruffy WW II hero.**

**I don't know if there are any plans to have S.H.I.E.L.D. disbanded but they're no stranger to hard times.**

Dear Insights,

I often read the letters pages of the comics that I follow and I noticed how many readers write in with requests for the characters they'd like to see as action figures. Recently I saw a comment that ToyBiz has an address as well. I think that our pleas fall on deaf ears. So here is my suggestion. Since MARVEL VISION is the official Marvel Magazine, why not run a column in there and ask people to write in with their suggestions. Then you could show it to Toy Biz and show them who the fans want to see.

To be honest, I'm surprised that there isn't some kind of Onslaught tie-in for this year.

Jordan Dar
12 Utica St.
Apt. #2
Ithaca, NY 14850

**First off, Jordan, don't assume that your "pleas fall on deaf ears." If ToyBiz gets half the cards and letters that Marvel gets, then they're buried. It's hard to personally answer every one of them that comes in. And just because there isn't an Onslaught figure this year doesn't mean there might not be one next year. The "Age of Apocalypse" line came out well after the storyline was finished.**

Dear Insights,

Just a few words to tell you how I enjoy your new magazine. I've collected comics since I could first read. And as most people from my little country, we began to read Marvel comics at an early age. Now I'm 25 and I work in a comic shop, so I have the chance of watching the industry from the inside. That's the reason I can understand why there is such a big difference between what is good and what is selling. But what I cannot understand is why Marvel Comics, the paramount of the comic industry, must go back in time to make good storylines. Messner-Loebs and Deodato's THOR contains some of the most incredible work I've read since Walter Simonson left the book. Now, I enjoy Waid and Garney's CAPTAIN AMERICA as I couldn't have in the past.

Jim Lee and Rob Liefeld are two great artists and I'm sure they can do a great job for Marvel as they have done in the past, but please don't go back, move forward!

A lot of fans here in Catalonia will be grateful. I would be as well.

Cels Garcia
Mallorca 447
Barcelona 08013
Catalunya

**When answering a question as well put as this, I'm reminded of the saying: "What's old is new again." I think that Jim and Rob's approach to retooling these books is the most viable. It's "cleaner." The other, more traditional way would be to add another layer upon these characters and if not handled right, could complicate matters. There's a lot of history here and the direction that Heroes Reborn is taking will not damage any of that rich background.**

Dear Insights,

I must say that I am thoroughly impressed with your magazine. I now see that WIZARD has some competition. I am a diehard fan of Marvel Comics, I'm entering my senior year of college and I still read comics as well as my other books. Jim Lee and Rob Liefeld's return to Marvel, I agree, will be healthy, but there is one thing that worries me. I have read that the books they are reworking (THE FANTASTIC FOUR, IRON MAN, CAPTAIN AMERICA and AVENGERS) will be in their own universe, separate from the X-MEN and SPIDER-MAN. I sincerely hope that this will be a temporary change. One of the great things about the Marvel Universe is the incredible cross-overs and continuity. Unlike IMAGE, which is just a bunch of separate storylines and companies under one name. I hope that ONSLAUGHT is not the last time we get to see our favorite heroes fighting together to save the world. It's events like this that make the Marvel Universe so exciting. My hat goes off to all of the researchers, writers, and editors that not only make MARVEL VISION great but an entire universe as well. You guys are doing a great job, keep up the good work!

Primus Ridgeway III
7520 Princeton Ave. NE
Cedar Rapids, IA 52302

**I agree that one of Marvel's greatest techniques is the interaction between titles. Personally, I feel that that was lost when the family group system was implemented. Titles in those specific families became isolated from the other Marvel books. Now you might think that it's going to go back to that for a year and in a sense it might, but where last year the separation was extreme, this time there is going to be a unity brought about by the effects of Onslaught. Before, where the existence of other characters outside a family group was almost ignored, this time the "disappearance" of the classic heroes is going to cause all-**

**new problems that the heroes who are left are going to have to solve together.**

Dear Insights,

This letter is reference to your response to R. Shoals's letter in MARVEL VISION #8.

In his/her letter, Mr./Ms. Shoals informs you of their strong objections to the "Unfinished Business" project between Marvel, Mr. Lee and Mr. Liefeld. After making several interesting and compelling points, you respond, "You all must again remember that we haven't seen what Jim and Rob are doing, so we all must sit back and wait."

So, basically you are asking that we not judge the work before we see it. That we all give Jim and Rob a chance to do their thing without passing judgment first. I must admit that is some sound advice. And it would be the fair thing to do. So, having said that, maybe you could answer one thing for me? If we fans give Rob and Jim's work on these books the benefit of the doubt, why was Marvel unable to do the same thing for the current creative teams and storylines on the very same books?

The way I hear it, through reading many comic information publications, and you know who they are, the ink on the "Unfinished Business" deal was busy drying before the storylines had even been thought of or begun. I find this, if true, to be quite upsetting for several reasons. First off because this deal is with two of the guys who left Marvel years ago, claiming Marvel to be the Nazis of the comic industry. Secondly, this action shows Marvel to have very little respect for its creative teams or editors. Also, it shows little faith in the readers' ability to be able to tell a good story from a bad one. The best example of this is Waid and Garney being forced off of CAPTAIN AMERICA. Couldn't Ron and Mark have gotten a few issues of Cap under their belts before this deal was offered to Lee and Liefeld? Since Mark and Ron began as the creative team on CAPTAIN AMERICA, the book has received much praise from the industry and fandom alike, with many saying that the book hasn't been this good since the days of Stan Lee and Gene Colan. I have also read that sales on Cap have more than doubled. And since I run a comic shop, I can personally back up those reports. Is this the way Marvel thanks a creative team for revitalizing a title, by throwing them off it? Is Marvel so money hungry that it would rather chase the almighty dollar than give a creative team a chance to prove themselves before slapping them in the face?

So, just what is the point to all this? Simply put, practice what you preach. If you would ask the readers to give a creative team, a storyline a chance, you should do no less yourself.

James Meely
925 Prince St.
Trainer, PA 19061-5217

**If VISION had a letter of the month then this would have to be it. James wrote an excellent and thought-provoking letter. It made me sit back and think about what I had said about the Lee/Liefeld deal. Although I tend to agree with the sentiment expressed in his letter, I still stand by my statements about the deal. I've found that whether for good or bad, there are some things that are just completely out of our control. They will happen solely because someone who can make it happen wants it to happen. What we as readers have to do is evaluate what we are given, judge it and then respond. That really may not be the best way but it is an effective method. I'm quite sure that nobody could've anticipated the outcry at the "Clone Saga." It happened and now because you demanded it [yes, James, that saying does actually hold some meaning], the Spider-Clone storyline will finally be resolved. I don't know if I really addressed how you feel but I just had to put into words how your letter made me feel.**

**VLI's Comic Corner in Huntsville, Alabama recently held a "Who's Onslaught" contest. Marvel VISION proudly presents the first and second prize winners' answers.**

First Prize:

**Alicia Curtis**

WHO: 'Dark' Xavier

WHY: When Xavier stole Magneto's mind he got the dark part of Magnus's soul. His dream is dying and the dark part which Jean found was spliced with darkness sucked out of Magneto. This new entity (complete with Magneto costume and bucket head) is the darkest part of both men's souls.

Prize: ORIGINAL ARTWORK

Second Prize:

**Sam Conney**

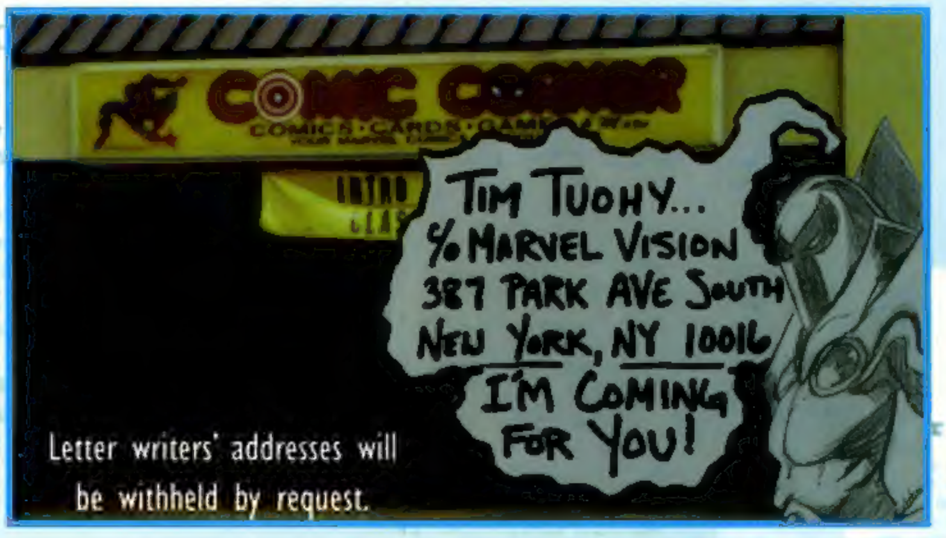
WHO: Magneto's personality controlling Professor X.

WHY: Professor X erased (absorbed) Magneto's personality and is now being controlled and/or influenced by Magneto's personality. Magneto was also a telepath.

Prize: HAND PAINTED XEROX

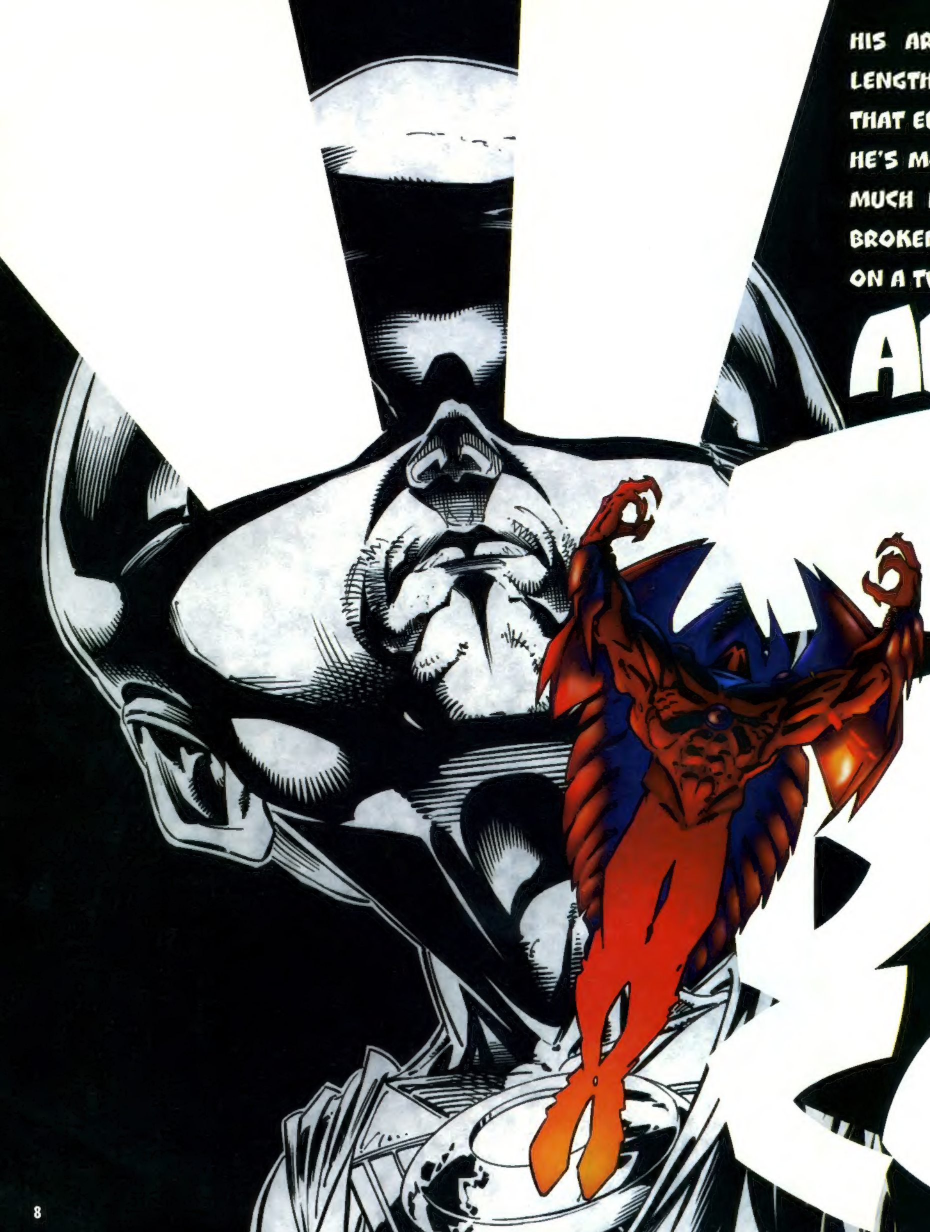
**Thanks go out to our other mighty VISION letter hounds: Andrew Molleur, Randall Kirby, Tony Cunningham, Brent Dyer, and Joshua Pinter.**

**On July 4th Marvel debuted its AOL site. If you have a computer and a modem, use the disk that was included in the polybag that this issue of VISION came in to access 15 free AOL trial hours and the Marvel Online site. And don't forget about the Onslaught web site at address: http://www.onslaught.com.**



HIS ART IS SO AWESOME THAT MARVEL'S GONE TO GREAT LENGTHS TO KEEP HIM TO THEMSELVES. HE'S SUCH A NICE GUY THAT EDITORS FIND IT IMPOSSIBLE NOT TO GET ALONG WITH HIM. HE'S MORE INTERESTED IN WHO HE GETS TO DRAW THAN IN HOW MUCH HE GETS PAID. HE'S WALKED AROUND FOR DAYS ON A BROKEN ANKLE, CUT OPEN A DEAD MAN AND WON FIFTY DOLLARS ON A TV SHOW, AND THOSE ARE JUST A FEW OF THE REASONS WHY

# ADAM KUBERT IS SO DARN COOL!



# COOL!

**How long have you been on WOLVERINE?**
Since issue #75.

**How long is that in dog years?**
Dog years? I guess that's close to three years. [Actually in "dog years" it's about 21.— K9 Tim]

**Who's been inking you on the book?**
Mark Farmer started, and then Dan (Green) took over.

**Do you think you're drawing the character (Wolverine) any differently now than when you first started?**
Well, of course, his look has changed since then. But yeah, I am drawing him differently because now, with the way computer seps go, there's a lot more that can be done in terms of color. So I'm leaving more room for color.

**Are you fried on the book yet?**
Oh no, not at all! I really like doing WOLVERINE!

**Are you interested in doing anything else on the side, or instead of that?**
Well, to tell you the truth, I just finished doing the ONSLAUGHT books, and I really enjoyed drawing all the Marvel characters, which I've never done before. It was really a kick! I could see why people liked reading them, I could see why people liked drawing them, because they're really fun to do! I particularly enjoyed drawing a scene with Hulk and Onslaught!

**Both ONSLAUGHT: X-MEN and ONSLAUGHT: MARVEL UNIVERSE? Those are pretty big books! How long did it take you to crank them out?**
I had about four and a half months to do both issues, so it wasn't that bad. I took off from WOLVERINE though. And I had a baby during that time!

**Girl or boy?**
It's a boy!

**Is it a mutant?**
I hope not!

**Is this your first?**
It's my third. I also have Max, who's 8, and Elizabeth, who's 5. The family kind of brings me back to reality, y'know? Otherwise, I tend to get so hung up on comics and work in general!

**Have you broken any bones in your brief lifetime?**
Yeah, I broke my ankle.

**Football?**
Wrestling. Someone else broke it for me!

**Does that disqualify your opponent from the match?**
No, I finished and I won! I didn't know it was busted until several days later.

(faintly) **Oh my god...**
Well, it didn't really hurt that bad, but it swelled up and I went to the doctor and I had to wear a cast for two months that came up to mid-thigh.

**Drag!**
But my leg got really hairy, which was cool, you know? Because I was thirteen at the time and it was, like, manly! And I got crutches. Crutches were cool. Plus you get girls to sign the cast and pay attention to you, like, "Oooh, that must've hurt!"

**You seem like a guy who has a lot of ideas about the characters you draw. Would you ever want to write and draw your own comic?**
Yeah, I would! But I've never considered myself a writer, which is probably why I've never written anything, but I've read so much junk out there that I think I could do at least that good! So now I feel a little less inhibited about giving it a try one day. I never thought of myself as a writer. I mean, my dad (Joe Kubert) does a whole lot of writing himself, and he makes it look so easy! And those writers! They can write like seven books a month, so I should be able to write one!

**Remember when Bruce Jenner was on the front of Wheaties? What food would you like to be on the front of?**
A package of radishes! I eat a lot of radishes. I just clip off the tops and bottoms and eat 'em like apples!

**So, working on WOLVERINE with Larry Hama, did you have full access to the Hama gun-o-rama?**
Yeah, he always sends me reference. Once he sent me a full-sized samurai sword.

**It's comforting to know Larry keeps stuff like that around the house.**
Yeah, isn't it? He probably carries 'em around too!

**Where did you go to school?**
I first went to school in Rochester, NY for medical illustration. I drew some wild stuff! I had a course that was called "Gross Anatomy", where you'd cut into a cadaver and learn all the anatomy. It was pretty cool. And I've been in the O.R. sketching operations.

**What do they use that stuff for?**
Medical books, doctors' journals, teaching. Stuff like that.

**What does it feel like to cut into a cadaver?**
Well, it doesn't really look like a person, especially when you first start, because you're just looking at it a little bit at a time. Of course you wanna turn the guy over and see what he looks like, y'know, but it's pretty neat! It doesn't look like a real person, because it's all formaldehyded.

**How did you ever manage to leave the good life behind?**
The reason I had gone was because medical drawing was what I thought I wanted to do; I wanted to find my own thing. But when I got out of school, I was doing it for real, and it was just boring. I didn't get into it.

**So you got into comics?**
Yeah, the whole time I was in school at Rochester, I would do comics, at least in my head. So I thought to myself, "Why fight it?" and went to my dad's school.

**Did you have to go through the whole application process?**
(laughs) And then some! There was no such thing as skipping school or missing an assignment! No screwing around!

**What's the last movie you saw?**
Well, since we had the baby, I haven't seen "Twister" or "The Rock", both of which I wanna see. And "Independence Day" looks really cool. But the last movie I saw was "Dragonheart". The animation was really incredible and the kids loved it. I wanted to see more blood, of course, but it was basically a kid's movie. I can't wait till Max gets old enough to see the movies I wanna see!

**What other jobs have you had?**
I did a lot of work for National Lampoon, Heavy Metal. I had various advertising jobs. I worked at Dunkin Donuts, pumped gas at Hess. I was seventeen. I think I still have the Hess uniform! And then, I started lettering when I was thirteen years old.

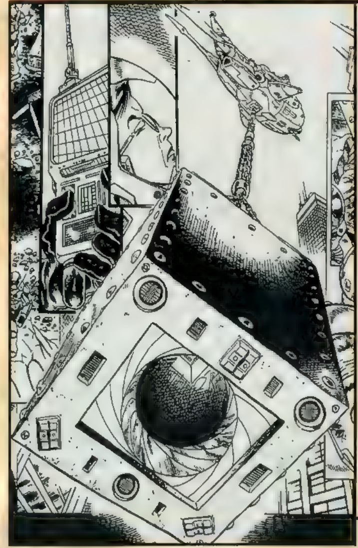
**What was your first lettering job?**
It was probably a SERGEANT ROCK BATTLE ALBUM. I was on "What's My Line?" as the youngest professional letterer. I was really nervous. I met Soupy Sales, Kitty Carlisle, Garrett Morris. My family took pictures off the TV!

**What did you win?**
Well, the best thing was fifty bucks. But also stuff like Sarah Coventry jewelry and Saint Mary's towels. And I think a couple of dresses that I gave to my mom. Everything that was totally useless to a thirteen-year-old boy!

**Polly Watson**

# THE DAILY BUGLE

WEDNESDAY, JULY 24th, 1996 / Today, meteor showers, lows in the mid 60's; Tomorrow, same; Details, Page 26 — 50 cents



## HULK CAPTURED IN CENTRAL PARK!!!

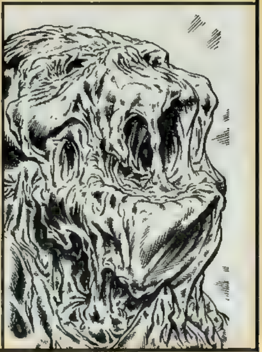
*by Ben Urich*

Members of the FBI, the UNITED STATES ARMED FORCES and officials of countless other nations have tried for years without success to capture the rampaging Hulk. Today, in Central Park, an unidentified group of men and women who could only be described as super-human did just that.

Exhibiting a level of ability and military tactics beyond any known government agency, this mystery group captured the Hulk (also known as Dr. Bruce Banner) just as the emerald giant was about to flee Central Park.

The chase began on the northern end of the park, and continued almost down to 50th St. before the mystery group literally got the drop on the Hulk. Releasing a giant metal box from overhead, the group stopped the Hulk when the box landed on him and immediately melted around the green goliath, encasing him in an (apparently) unbreakable prison.

While the government has denied any knowledge of the group, this reporter did note that the police seemed to be cooperating with them, keeping the crowds at a safe distance and reporters away from the scene until the Hulk could be removed.



CONTINUED IN INCREDIBLE HULK #446

## THE TRUE TRAGEDY OF ONSLAUGHT

*by J. Jonah Jameson*

Many heroes gave their lives to halt the mutant menace of Onslaught, and as New Yorkers arise from their beds this morning, they should say thanks to those who have nobly given their all this one last time. New York is safe. The threat has been halted.

But death and destruction is always harder on the living than the dead, and that has never been truer than it is now. The greatest city on Earth faces countless millions of dollars in repairs and help for the hurting. According to financial experts, the economy of New York could take years to heal itself. And of course, we all carry the scars of losing those cherished heroes who gave their lives so that we may continue with ours.

It has been said that there is a story for each and every New Yorker, and that has never been more true than for the most New Yorker of them all, the Daily Bugle. Truly the Bugle has been an entity all of its own, providing the good people with information and whatever help it could give. Now it is the Bugle itself that is in need.

The proud building that has housed the Bugle since its inception has been damaged – badly. Many long-time staffers are now facing unemployment so that we may heal the Daily Bugle of its structural fractures and scarred psyche. Proud employees like our own Peter Parker face the unpleasant prospect of finding a new source of income. But that is the price we must all eventually pay so that the Bugle may continue proudly forward.

for a related article, see AMAZING SPIDER-MAN #416

## MASS CARNAGE ENSUES AS ONSLAUGHT IS AT LAST DEFEATED

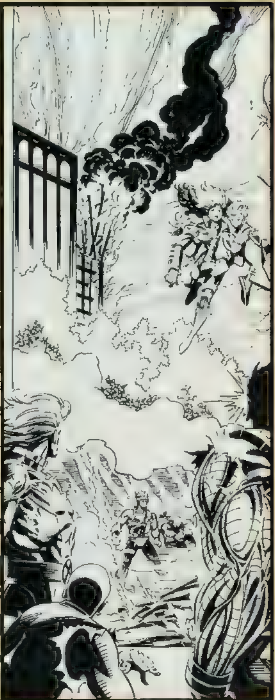
*by Joe Bazooka*

For months, New York has been turned on its collective ear as the menace known only as Onslaught has slowly built a power base like none the world has seen before. Beginning with the mysterious arrival of Onslaught's citadel in the middle of Central Park, New Yorkers have trembled in fear, wondering what it all might mean.

They got their answer when an army of Sentinels descended upon Manhattan, causing an island-wide blackout and mass panic the likes of which New Yorkers thought they'd become accustomed to. Of course, when the heroes of New York flew to the rescue, the people of the city expected all would be well after all. We were wrong.

In a battle which will forever be noted for its casualties as much as its ferocity, some of our most respected and reliable heroes fell. Captain America. The Fantastic Four. The Avengers. The list is too horrible to contemplate.

CONTINUED IN ONSLAUGHT: MARVEL UNIVERSE



# Renegade Revenge: MISSION UNSTOPPABLE

Starting in September the merciless Victor Creed teams up with Raven Darkholme in a four-issue limited series written by Jorge Gonzalez and penciled by Ariel (WHAT IF?) Olivetti. And if you're thinking of passing it by, think again. This is not your average Marvel team-up. As a matter of fact, the two protagonists don't even get along!

Mystique and Sabretooth share a long and mostly unrevealed history. They even entertained a romance once upon a mutant moon. Their short-lived union, however, resulted in a son, Graydon Creed, who eventually grew up to become a high profile leader of the campaign against peaceful coexistence between mutants and humans. This cause brought him immense political power and untold hardship for the world's mutant population. Mystique and Sabretooth's relationship soured soon after. Not too long ago, Sabretooth was commissioned to bring about Raven's untimely demise (SABRETOOTH limited series.—Tim). He felt no qualms about his orders, but was persuaded otherwise after a heated confrontation with a particular Canucklehead. Presently, the one-time Marauder and the former leader of Freedom Force share a mutual distaste for one another that borders on a hot brand of hatred from time to time. Even as X-Factor teammates, Mystique and Sabretooth have had their fair share of run-ins.

***Q: What do you get when you cross a bloodthirsty killer and a vengeful shapeshifter with a cyborg and a malicious team of terrorists?***

***A: Why, the upcoming MYSTIQUE AND SABRETOOTH limited series, of course.***

So what's the deal? Why the heck are two people who loathe one another sharing the bill on a limited series?

Editor Kelly Corvese: "Although the characters themselves don't realize it at the onset of the story, Mystique and Sabretooth are very much alike. They are both currently being forced to work for the government against their will as members of X-Factor. At the same time, Sabretooth has been fitted with an inhibitor collar and Mystique's powers have been dampened by a neural implant in her neck that prohibits her from getting into any mischief. They're basically both prisoners."

"When they find out they share a common foe, Raven and Creed decide to work together," explains writer Jorge Gonzalez. "After a while, all of their interactions mirror a twisted kind of flirtation."

The premise for the team-up is Mystique's desire to avenge her dead confidant, Destiny. Apparently, some years back, Sabretooth, Mystique and Destiny were involved in a mission against Hydra, the vindictive terrorist organization. During the operation, Irene was captured and tortured by a Hydra agent named Catalyst who suffered an untimely death shortly after. Destiny later perished in an unrelated incident. Still struggling to deal with her friend's passing, Mystique becomes hot for revenge when she learns that Catalyst has returned and is operating with Hydra once more. Creed is also fired up for some payback but according to Gonzalez, his main reason for going along is the hope of ridding himself of his restraining collar: "He's just waiting for an opportunity to cut loose again."

Not surprisingly, it doesn't take Mystique long to devise a plan that fakes both their deaths in a shuttle crash and keeps X-Factor occupied searching the site for their remains. However, certain events are set into motion that make Creed and Raven's plans for revenge more difficult than they had initially anticipated. Gonzalez: "We're introducing a new character named Cypher in this series. She's a fanatical AIM agent who has had her body cybernetically enhanced for her cause. She too is after Catalyst in an attempt to get a hold of the technology he possesses and prove herself to her superiors."

Inevitably, Cypher crosses paths with the two disjointed members of X-Factor and neither party is too happy about it. Mystique and Sabretooth thus find themselves playing heroes as they are forced to disrupt AIM operations in order to fulfill their own agenda.

That's also about the time that the disgruntled protagonists' nerves start to wear thin. Soon Raven and Creed are at each other's throats. Literally. "Trust becomes a big issue," explains Corvese. "It really begins to cause problems when Mystique is forced to turn off Sabretooth's inhibitor collar, making herself susceptible to an attack. At that point, there is no turning back, they have to trust each other one hundred percent and work together."

Could that lead to a rekindled romance? It's no secret that any love that may have bloomed between these two in the past has long been rotting on the compost heap. But according to Corvese, things could change. (In other words, wait and see!)

With his inhibitor collar inactive, Creed will be back to his usual savage self. And Corvese also reports that Mystique will prove she's no pushover in the kick-butt department either. "Raven will be using her powers much more aggressively than ever before. She'll still be unable to shape-shift into any of the X-Men but she's certainly quick-witted enough to get past that. At one point, she transforms into the original Angel. Although Raven cannot fly in this form, Angel's wingspan enables her to glide on wind currents. This series will be a really big eye-opener for readers who think Raven is only good for impersonations and occasional gun-slinging."

With their mission complete (more or less), the dissident duo must decide their next move. Do they go their separate ways and work the other side of the law once more? Or are they willing to trade autonomy for their former places among the government mutant roster?

"It's a difficult decision," admits Corvese. "They must weigh their freedom against the fact that as members of X-Factor they are very secure in their future. Being on a government sanctioned team also provides them unlimited access to all sorts of information and services that they could never acquire if they were on their own. At the same time, if they return they will surely be watched even closer than before after this escapade."

Whatever the verdict, these four volumes of X-citement are sure to satisfy even the most diehard Mystique and Sabretooth buff. And X-FACTOR fans won't be disappointed either. The series will surprisingly aid Raven and Victor to find enough compassion in their hearts of stone to develop a mutual understanding for one another. It will also help them etch out their own unique place in the Marvel Universe. So regardless of whether they wind up as disinclined government agents, freewheeling mercenaries, or just a blue girl and a hair ball wandering the city streets, this is one series you won't want to miss!

CRASH BANDICOOT

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# INKING SUBMISSIONS

'bī 'jän lü·in·'dau·skē

There's a lot more to inking than you might think. Many people attempt inking because they see it as being easier than penciling. They're under the misconception that it's simply going over the penciler's lines with a brush or quill pen, line for line, stroke for stroke. Although that may be true in some instances, it's not true for all. For instance, some pencilers give great attention to detail, depth and texture while some don't. The inker's job is to add that depth and clarity to the penciled art and in some instances finish and embellish the penciled pages. Inkers have to create lines to get the desired feel of depth, texture and clarity.

The way that depth, texture and clarity are created is by varying the line weights. This may sound simple but believe me, I've seen *thousands* of pages that prove otherwise. Texture is gained by switching techniques.

To begin with, if you want to be an inker you're going to need the proper tools, all of which can be purchased in almost any art store. Here's what you're going to need: India ink (and lots of it); a few fine brushes #2 or #3 Windsor Newtons; fine-point pens called "crowquills"; an assortment of rulers, French curves and Pro-White, which will help you fix mistakes and in some instances help make a star field in an otherwise black sky. You'll also need a light box to work over. This will help you see the Xerox penciled pages under the art board that you're going to work directly on. You are not going to ink directly on the Xerox penciled pages! The light box is not going to be cheap but remember that the right tools make every job a lot easier. [I actually cut out a section of my own art table and mounted the light box in the hole.—Tim]

**Build up a habit of working on as many different pencilers as possible. You're looking for a wide diversity of styles in order to stretch your abilities and talents to their limits.**

Of course the next thing you're going to need are penciled pages to work over. I strongly suggest against inking over your own or a friend's (that is, unless your friend is a professional penciler). I hear you asking yourself where are you going to get those penciled pages. Well, ask no more. Simply send me a 9"x 12" Self-Addressed Stamped Envelope (with about $1.40 postage on it) and I'll send you a wide variety of pages to work on.

Now some of you might be asking yourself what I meant by "varying the line weights." This is a problem that many new inkers (and believe it or not many pencilers) have. This means getting the proper feel for depth. This is often a matter of manipulating line widths and remembering where your subject is in the panel. A good rule of thumb is that objects in the foreground will have a heavier contour or outline than an object in the background. This simple technique helps to create the illusion of depth.

The area of texture is determined by your subject. Glass is not the same as rock which is not the same as skin. Learning how to separate textures can be as easy as changing your tool. Generally organic objects look best when inked with a brush and inorganic ones with a pen. That doesn't mean you can't do it all with a brush or a pen. It just makes it easier to identify the differences.

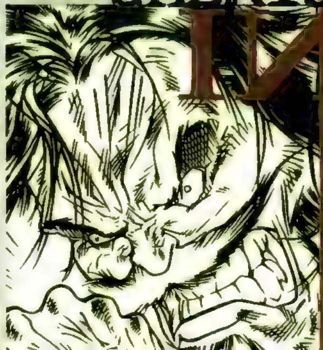
Remember in the opening paragraph when I said that an inker in some instances will finish and embellish the penciled pages? Well, the pages I give out will give you a run for your $1.40 postage! I include pages that vary from complete pencils to very rough layouts. Maybe a page or two will require full rendering of anatomy, texturing of clothes, facial expressions and the inclusion of backgrounds. This is where all those who thought that inking was just glorified tracing are gonna be proven wrong and be put to the test.

Here's a few suggestions to all wannabe inkers. Work on all of the pages sent to you, not just on the artists that you like. Build up a habit of working on as many different pencilers as possible. You're looking for a wide diversity of styles in order to stretch your abilities and talents to their limits.

Another thing I strongly suggest is not to send every page you've worked on. Send only your best, even if it means working on the same pages over and over again. Once you're satisfied with the pages you've worked on, hold them up to the actual comic pages. If they're not as good or better—don't send them. If you want to break into the business [as in all our previous installments], you're going to have to be as good or better than the people already in the business.

Once last thing: when submitting inking samples, always send Xeroxes of the pencils so we have something to compare the inks with. If you want a reply about your submissions you must send a S.A.S.E. (It's the Marvel law.)

Good luck!



# FANTASTIC FOUR PREVIEW

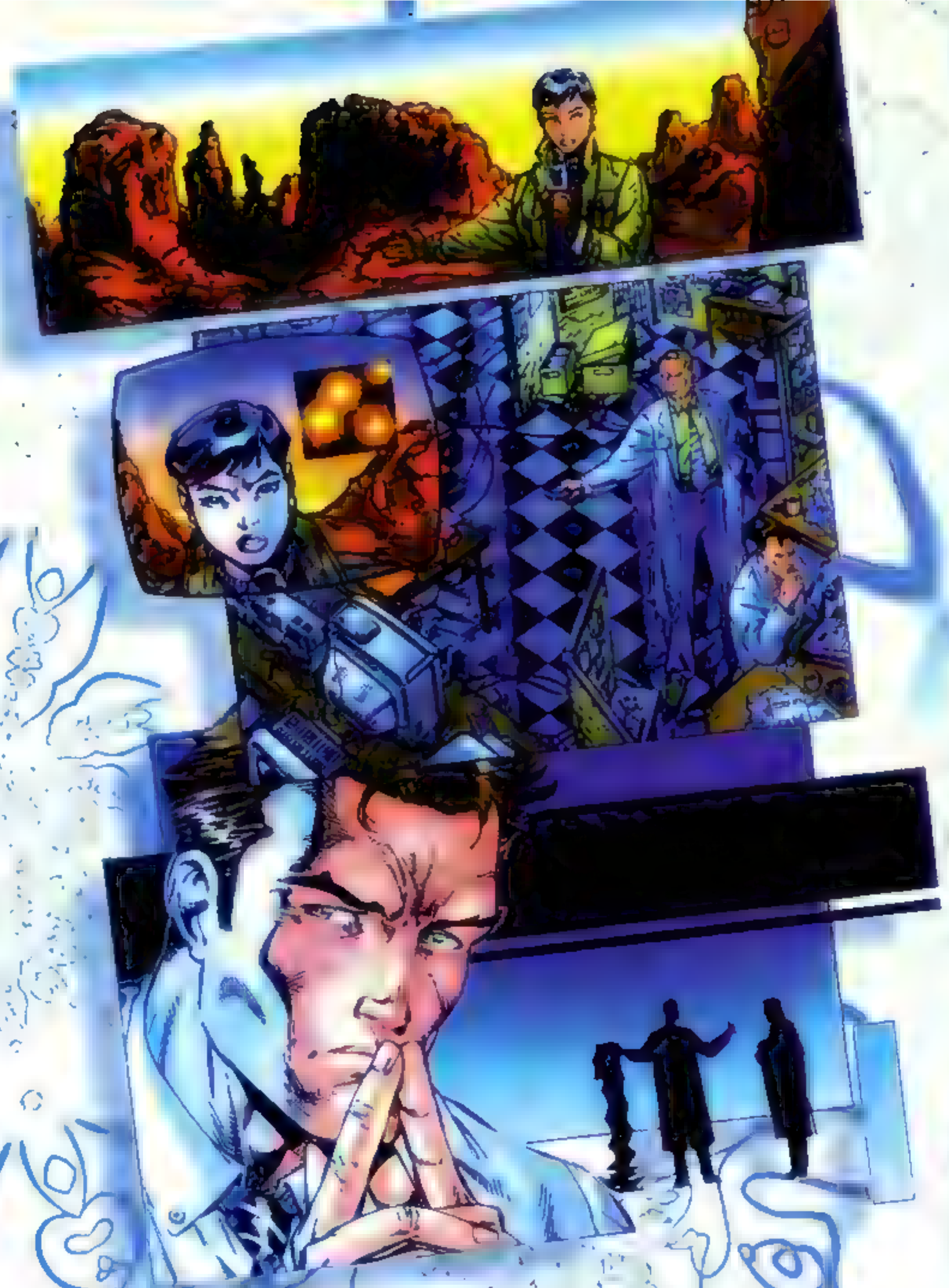
## 1961

Four Adventurers set out in a test rocket for supremacy in the Space Race.

## 1996

## NOT THIS TIME

This September Jim Lee, Brandon Choi and Scott Williams retell the origin of the world's greatest comic magazine: The Fantastic Four



# NEXT MONTH:

**Rob Liefeld and the Sentinel of Liberty**

MARVEL OVERPOWER CARD GAME

# The "You Wanted It, You Got It" Over Power Card Checklist PART 2

## 1st Set Codename: Over Power

### Card: Universe Type: Common

- ☐ Abomination "Girder" (Strength 8 to use, 1)
- ☐ Archangel "Training" (Energy/Strength, 4)
- ☐ Bishop "Power Lines" (Energy 6 to use, 2)
- ☐ Black Cat "Training" (Fighting/Energy, 3)
- ☐ Black Widow "Hand Grenade" (Fighting 6 to use, 2)
- ☐ Typhoid Mary "Sword" (Fighting 7 to use, 2)
- ☐ Century "Training" (Energy/Strength, 3)
- ☐ Colossus "Taxi Cab" (Strength 7 to use, 3)
- ☐ Cyber "Booster Shot" (Fighting 8 to use, 1)
- ☐ Cyclops "Energy Maximizer" (Energy 7 to use, 2)
- ☐ Cyclops, Beast, & Wolverine "Teamwork" (Fighting 6 to use)
- ☐ Domino "Machine Gun" (Fighting 7 to use, 3)
- ☐ Electro "Generator" (Energy 6 to use, 1)
- ☐ Human Torch "Training" (Fighting/Strength, 3)
- ☐ Jubilee "Training" (Fighting/Strength, 4)
- ☐ Loki "Divine Intervention" (Energy 8 to use, 1)
- ☐ Longshot "Throwing Blades" (Fighting 6 to use, 1)
- ☐ Magneto, Juggernaut, Sabretooth "Teamwork" (Energy 6 to use)
- ☐ Professor X "Alien Technology" (Energy 8 to use, 2)
- ☐ Punisher "Rocket Launcher" (Fighting 7 to use, 1)
- ☐ Rhino "Hunk of Asphalt" (Strength 7 to use, 1)
- ☐ Rogue "Tree" (Strength 7 to use, 2)
- ☐ Sabretooth "Chain" (Fighting 8 to use, 2)
- ☐ Sauron "Training" (Fighting/Energy, 4)
- ☐ Silver Surfer "Power Cosmic" (Energy 7 to use, 3)
- ☐ Spider-Woman "Manhole Cover" (Strength 6 to use, 2)
- ☐ Storm "Energy Booster" (Energy 7 to use, 1)
- ☐ Thing "Lamp Post" (Strength 8 to use, 2)
- ☐ Thing, Mr. Fantastic, Human Torch "Teamwork" (Strength 6 to use)
- ☐ Venom "Hot Dog Cart" (Strength 6 to use, 1)

### Card: Hero Type: Rare

- ☐ Apocalypse
- ☐ Cable
- ☐ Captain America
- ☐ Elektra
- ☐ Human Torch
- ☐ Invisible Woman
- ☐ Iron Man
- ☐ Magneto
- ☐ Mr. Fantastic
- ☐ Mystique
- ☐ Psylocke
- ☐ Spider-Man
- ☐ Venom
- ☐ Wolverine

### Card: Special Type: Rare

- ☐ Apocalypse "Megamorph"
- ☐ Bishop "Spectrum Blast"
- ☐ Carnage "Ruthless"
- ☐ Carnage "Symbiotic Web"
- ☐ Cyclops "Ground Blast"
- ☐ Deadpool "Assassin"
- ☐ Deadpool "High Threshold of Pain"
- ☐ Dr. Doom "Super Genius"
- ☐ Dr. Doom "Villainous Plot"
- ☐ Dr. Octopus "Grasping Tentacles"
- ☐ Elektra "Martial Artist"
- ☐ Gambit "Charm"
- ☐ Hobgoblin "Stun Gas"
- ☐ Hulk "Enraged"
- ☐ Hulk "Intimidate"
- ☐ Human Torch "Nova Burst"
- ☐ Invisible Woman "Invisible Ram"
- ☐ Iron Man "Heat Seeking Missile"
- ☐ Iron Man "Tactical Computer"
- ☐ Jean Grey "Telepathic Unity"
- ☐ Jubilee "Plasmoid Flash"
- ☐ Magneto "Paralyze Opponent"
- ☐ Mystique "Surprise Attack"
- ☐ Omega Red "Tendril Tactics"
- ☐ Professor X "Psionic Hold"
- ☐ Professor X "Telepathic Coordination"
- ☐ Psylocke "Mental Hold"
- ☐ Psylocke "Psychic Knife"
- ☐ Punisher "Secret Weapon"
- ☐ Punisher "Vendetta"
- ☐ Rogue "Mutagenic Drain"
- ☐ Sabretooth "Blood Hunt"
- ☐ Silver Surfer "Power Cosmic"
- ☐ Spider-Man "Web"
- ☐ Spider-Woman "Psi-Web"
- ☐ Storm "Emotional Outburst"
- ☐ Storm "Summon Elemental Power"
- ☐ Thing "Clobberin' Time"
- ☐ Thing "Revoltin' Development"
- ☐ Thor "Power of Asgard"
- ☐ Venom "Panic Attack"
- ☐ Venom "Symbiotic Snare"
- ☐ War Machine "Battle Computer"
- ☐ Wolverine "Wounded Animal"

### Card: Universe Type: Rare

- ☐ Cyclops, Beast, Wolverine "Teamwork" (Fighting 7 to use)
- ☐ Cyclops, Beast, Wolverine "Teamwork" (Fighting 8 to use)
- ☐ Magneto, Juggernaut, Sabretooth "Teamwork" (Energy 7 to use)
- ☐ Magneto, Juggernaut, Sabretooth "Teamwork" (Energy 8 to use)
- ☐ Thing, Mr. Fantastic, Human Torch "Teamwork" (Strength 7 to use)
- ☐ Thing, Mr. Fantastic, Human Torch "Teamwork" (Strength 8 to use)

### Card: Hero Type: Uncommon

- ☐ Beast
- ☐ Colossus
- ☐ Hulk
- ☐ Omega Red
- ☐ Punisher
- ☐ Silver Surfer

### Card: Mission Type: Uncommon

- ☐ Apocalypse "Age of Apocalypse"
- ☐ Beast "Age of Apocalypse"
- ☐ Bishop "Age of Apocalypse"
- ☐ Brood "Infestation Incident"
- ☐ Brood "Infestation Incident"
- ☐ Captain America "Annihilation Affair"
- ☐ Captain America "Infestation Incident"
- ☐ Colossus "Age of Apocalypse"
- ☐ Cyclops "Infestation Incident"
- ☐ Deadpool "Annihilation Affair"
- ☐ Doc Samson "Annihilation Affair"
- ☐ Dr. Octopus "Annihilation Affair"
- ☐ Gen. Thunderbolt Ross "Annihilation Affair"
- ☐ Holocaust "Age of Apocalypse"
- ☐ Hulk "Annihilation Affair"
- ☐ Jean Grey "Age of Apocalypse"
- ☐ Nick Fury "Infestation Incident"
- ☐ Omega Red "Annihilation Affair"
- ☐ Punisher "Infestation Incident"
- ☐ Sue Storm "Age of Apocalypse"
- ☐ Wolverine "Infestation Incident"

### Card: Special Type: Uncommon

- ☐ Apocalypse "Enhance Strength"
- ☐ Apocalypse "Genetic Engineering"
- ☐ Apocalypse "Survival of the Fittest"
- ☐ Beast "Biochemist"
- Beast "Drop Kick"
- ☐ Bishop "Plasma Gun"
- ☐ Cable "Battle Tactics"
- ☐ Cable "Bionic Eye"
- ☐ Cable "Cover Fire"
- ☐ Cable "Custom Firearms"
- ☐ Captain America "Avenger"

**To be continued next issue!**

Thanks to Steve Domzalski and Matt Morra at Fleer/SkyBox.

# MADUREIRA: AN ARTIST DEFINED

**Ma•du•rei•ra** \ mad-ur-'rer-a \ n. 1. mega-popular artist of UNCANNY X-MEN 2. at 21, one of the youngest artists in comics 3. a private man who very little is known about until today 4. archaic : MARVEL INTERN

He's one of the hottest artists in comics today. And nobody knows the first thing about him. Who is he? What is he? Where does he come from? What is his mission? Today, for one of the few times on the printed page, Joe Madureira speaks!!!

**Marvel VISION:** When did you know you wanted to work in comics?

**Joe Madureira:** I was always into comics. I drew all the time. I used to draw my own little comics with some kids from school.

**MV:** That must've been nursery school, considering what age you were when you got into the industry.

**JM:** [Laughs] No. Junior high and high school. That's what I wanted to do. I just didn't know I'd be doing it so soon. Not while I was in high school, for sure. One of my friends pressured me into the Marvel Internship. It was very surprising, because I got to do my first MARVEL COMICS PRESENTS story while I was 16. Then I did two EXCALIBUR stories and more MARVEL COMICS PRESENTS stuff while I was 17. By the time I was 18, I was already working on the [first] DEADPOOL limited series. And I never expected to be on [UNCANNY] X-MEN. They're what got me into comics. The Paul Smith era. That was cool stuff.

**MV:** Would you say Paul was one of your main influences?

**JM:** He and George Pérez were the artists that got me into comics. But I think my main drawing influences early on are Art Adams, a little Alan Davis, John Byrne...everyone, really. I'm influenced by a little bit by everything I see that I think is cool. Art Adams is still a major one.

**MV:** I could definitely see that early on, but you're heading more into manga territory, it seems.

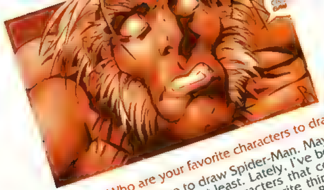
**JM:** Yeah. I'm heavily into and watch a lot of Japanese animation at this point. I'm very influenced by the designs for their manga and video game characters. But my style changes with time. Like I said, I'm influenced by everything that I think is cool. I just can't help it.

**MV:** What type of stories do you like to draw the most?

**JM:** A good mix of action and emotional stuff. I really like action, though. I can't lie. I like the emotional stuff, too. But I still want 90% action. Before I get started on a story, I'll usually pick through the plot and pick out the pages that I know need to be really cool, like splash pages and pivotal moments. I do those first. Like in the issue where Psylocke fights Sabretooth. [UNCANNY #328—Diligent Tim.] All Scott had written in the plot was, 'For the next three pages, Psylocke and Sabretooth go at it.' So I got to do all that stuff like Sabretooth ramming her head into the wall and all that fun stuff. It read well and looked cool. That fight scene was one of my favorites.

**MV:** What are your favorite comics to read?

**JM:** Just off the top of my head, I'd say The Killing Joke by Alan Moore and Brian Bolland. That book did something for me. I liked Ann Nocenti's DAREDEVIL. And, of course, Frank Miller's DAREDEVIL.



**MV:** Who are your favorite characters to draw?

**JM:** Hmm. I love to draw Spider-Man. Maybe I'll eventually get to draw one issue, at least. Lately, I've been enjoying drawing Storm. And any new characters that come into the fold are cool. Designing stuff is my favorite thing to do. I'm going to redesign the X-Men eventually, when Bob [Harras] lets me. He said it's gotta wait until after the Onslaught storyline. But it's definitely going to be soon. I'm already working on redesigning Psylocke.

**MV:** When do you do most of your work?

**JM:** I usually kick into high gear around 11 o'clock at night. I get most of my work done between 11 and 3 or 4 o'clock in the morning. That's when, for some reason, I can strap myself down.

**MV:** So then what do you do during the day?

**JM:** Usually I spend the day finishing what I was supposed to have done the night before. And talking on the phone. I get a lot of calls

**MV:** How about personal appearances? I don't hear of you doing too many.

**JM:** Honestly, I don't really enjoy them very much. I only do one, two tops, conventions a year. I'm a private person. I'm not into the "celebrity" side of it at all.

**MV:** Do you walk around in a hat and sunglasses so no one recognizes you?

**JM:** I have done that when I've gone to the local comic store. I hardly ever have pictures of me printed so I haven't had to worry about it. Now that I've been in WIZARD's 'Top Ten' for a few months my picture's out there. I usually won't tell people who I am when I'm at the comic store or when I go online...especially after this one crazy experience. The first time I went online, I went to the WIZARD chatroom. I was talking to these X-Men fans. I eventually told someone who I was and they didn't believe me. And suddenly, everyone else in the chatroom started ganging up on me, saying stuff like, 'You're not him.' 'Prove it.' 'What's your middle name?' 'What was your first work?' And I'd answer them, but no matter what I said, they'd be like, 'Wrong! You're such a loser. I know Joe Madureira and I'm gonna tell him that you're using his name. Blah blah blah.' I couldn't believe I was arguing with these people. I think some actually started to believe me at the end, but I just signed off. If they read this, they'll probably go, 'Oh man!'

**MV:** That is, if I'm actually interviewing the real Joe Madureira.

**JM:** [Laughs] Who knows? Apparently, some guy was pretending he was me at a comic store one day so he could get some free comics. And it just so happened that a friend of mine was in the store. He started questioning the guy and he got nervous and ran out the door. The store owner chased after him, yelling, 'Stop that guy! I just gave him a whole

bunch of free comics. He said he was going to sign them!'

MV: I'll have to try that. Do you have much say in how the stories come out?

JM: Not too much. Scott will call me and bounce ideas off of me sometimes. But I'll pretty much leave the writing to him. Occasionally, during action sequences, I'll take over and do something other than what he had written. Otherwise, I stay out of the writing. He does his job, I do mine. But even though I generally don't pitch ideas, I did tell him that I'd like to do a story in the Savage Land so I could get to do some dinosaurs. I'd really like to do another ninja story someday, too.

MV: How do you get yourself psyched to draw?

JM: I'll pop on Japanese animation. Or look at art books. Or maybe a really cool comic book that came out recently. That'll inspire me. I usually have a pretty constant level of inspiration...unless I've been rushing through pages for days and then I'm just like, 'Ugh.' Then I'll lose it.

MV: What's the worst part of being a comic book artist?

JM: Deadlines. By far. I like to sleep. And I don't always get to.

MV: What do you do to blow off steam?

JM: I love playing video games. It relieves a lot of stress in my life. If I get stuck on a page late at night, I'll just say, 'Screw it,' call it a night, and just sit in front of my TV and play some games. I've been into Jumping Flash for the Play Station lately. But I have a different favorite almost every week.

MV: What's the one thing you want the world to know about Joe Madureira?

JM: How to pronounce my name. Madureira [See intro—Tim.]. That's my most commonly received question at conventions. I've even considered putting a pronunciation guide on the X-MEN covers. I might actually do that as a joke.

MV: What's your most annoying habit?

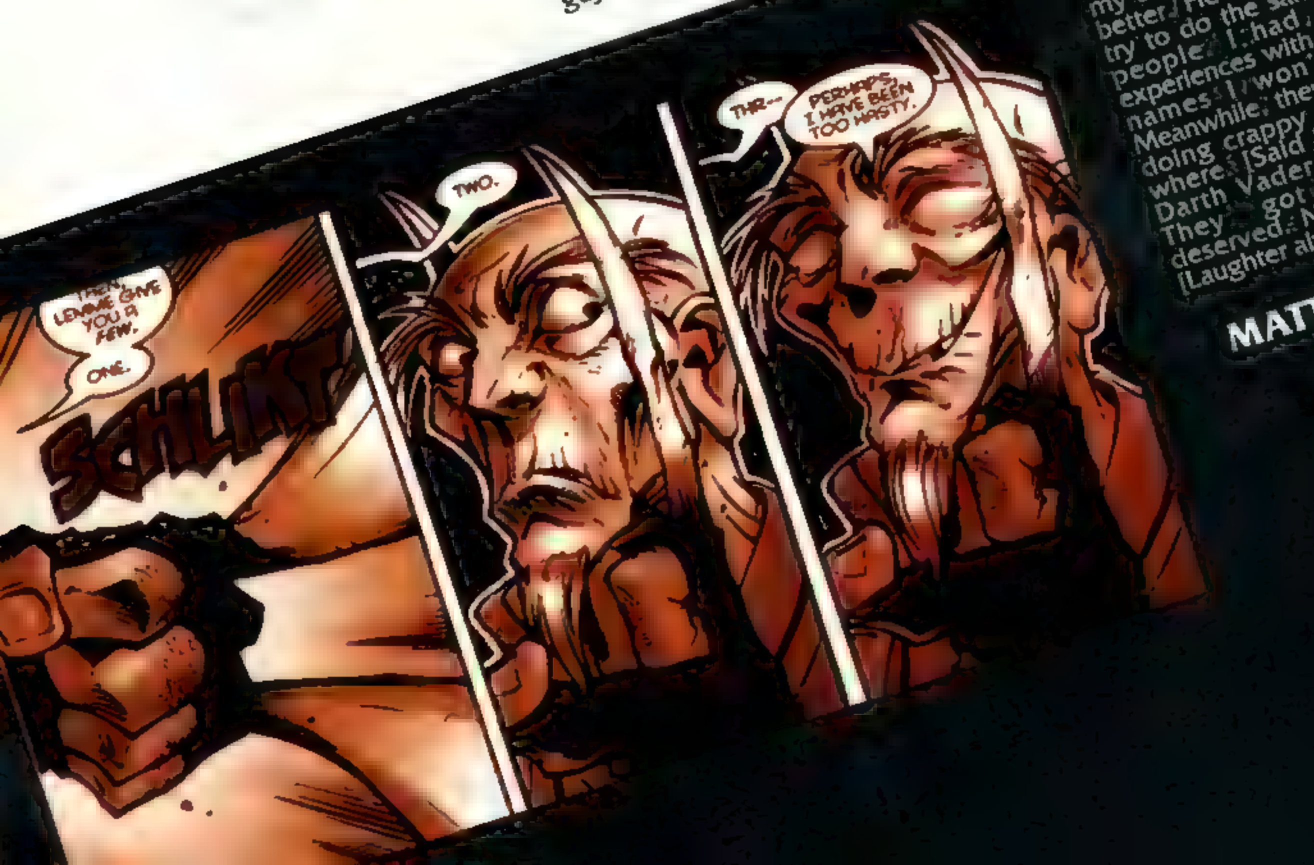
JM: I tend to let things pile up. In my studio, you can't take a step without stepping on something. If I could just clean it up and just keep it clean, my life would be so much easier.

MV: In your opinion what's the one thing every artist wannabe ought to know?

JM: I think you should never feel like you're 'ready' to get work. I remember when I was doing stuff early on, I thought, 'My stuff is much better than a lot of stuff that's being printed.' Back then, that's what I really believed. Now, I look at that stuff and I think about how nasty it looks. You always think you're better than you are. Today, I can honestly say I'm not anywhere near where I'd like to be. There are still artists out there who make me say, 'Geez. They're incredible. I could never do that!' I want to get to the level where I can. Eventually. You don't know how often someone'll show me their samples and I'll critique it, but they really don't want to hear that they have to improve this or that. They just want to get work. That's a problem. So they think, 'I can't believe he said that. What a jerk!' Then, in five years, they look back at the work and they say, 'Eww. That guy was right. This is terrible!'

I was fortunate enough to have people who were generous to me, like Mark Texeira, who looked at my stuff and helped me get better. He was really cool. I try to do the same for other people. I had some bad experiences with folks whose names I won't mention. Meanwhile, they're nowhere doing crappy books somewhere. [Said in a sarcastic Darth Vader-esque voice] They got what they deserved. Now they'll pay! [Laughter abounds]

MATT FRIEDMAN



ALL BLEED ART MUST EXTEND TO SOLID LINE
Book
Issue
heroes reborn
captain america
rob liefeld
jeph loeb
jonathan sibal
putting the character back in comics
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MARVEL COMICS

*Space, The final Frontier..*

Hey, watch it, bub!

## STAR TREK/X-MEN

THIS IS YOUR CHANCE TO SEE THE X-MEN AND THE CREW OF STAR TREK'S ORIGINAL SERIES AS YOU'VE NEVER SEEN THEM BEFORE...TOGETHER! YEP, PARAMOUNT AND MARVEL HAVE JOINED FORCES TO BRING YOU A ONE-OF-A-KIND 64-PAGE ONE-SHOT CROSSOVER FEATURING MARVEL'S MOST POPULAR CHARACTERS AND STAR TREK'S MOST POPULAR CREW! KIRK, SPOCK, McCOY AND CREW COME PHASER-TO-CLAW WITH WOLVERINE, CYCLOPS, MARVEL GIRL, GAMBIT, STORM AND BEAST! THIS EPIC TALE IS WRITTEN BY SCOTT LOBDELL (GENERATION X, UNCANNY X-MEN), WITH ART BY MARC SILVESTRI AND THE FABULOUS GUYS OVER AT TOP COW PRODUCTIONS! FANS WILL REMEMBER MARC AS ONE OF THE MOST POPULAR ARTISTS EVER TO DRAW THE X-MEN!

## BECAUSE YOU DEMANDED IT... TIMESLIP

*Welcome to the Marvel Universe that would have been if today's hottest creators had been with Stan Lee on the eve of the birth of Marvel Comics. Think of this as the world that might have been. Think of it as the world that might still be becoming.*

Scott McDaniel, artist of DAREDEVIL, ELEKTRA, THE GREEN GOBLIN, BATMAN and NIGHTWING, has been commissioned to design a character who will be the globe-gobbling devourer of worlds... Galactus.

But this Galactus isn't the armored sentient of the known Marvel Universe. This is a scavenger, a weightless, limitless, directionless eater flowing from one world to another. Pulling itself from one galaxy to another via poisoned tendrils.

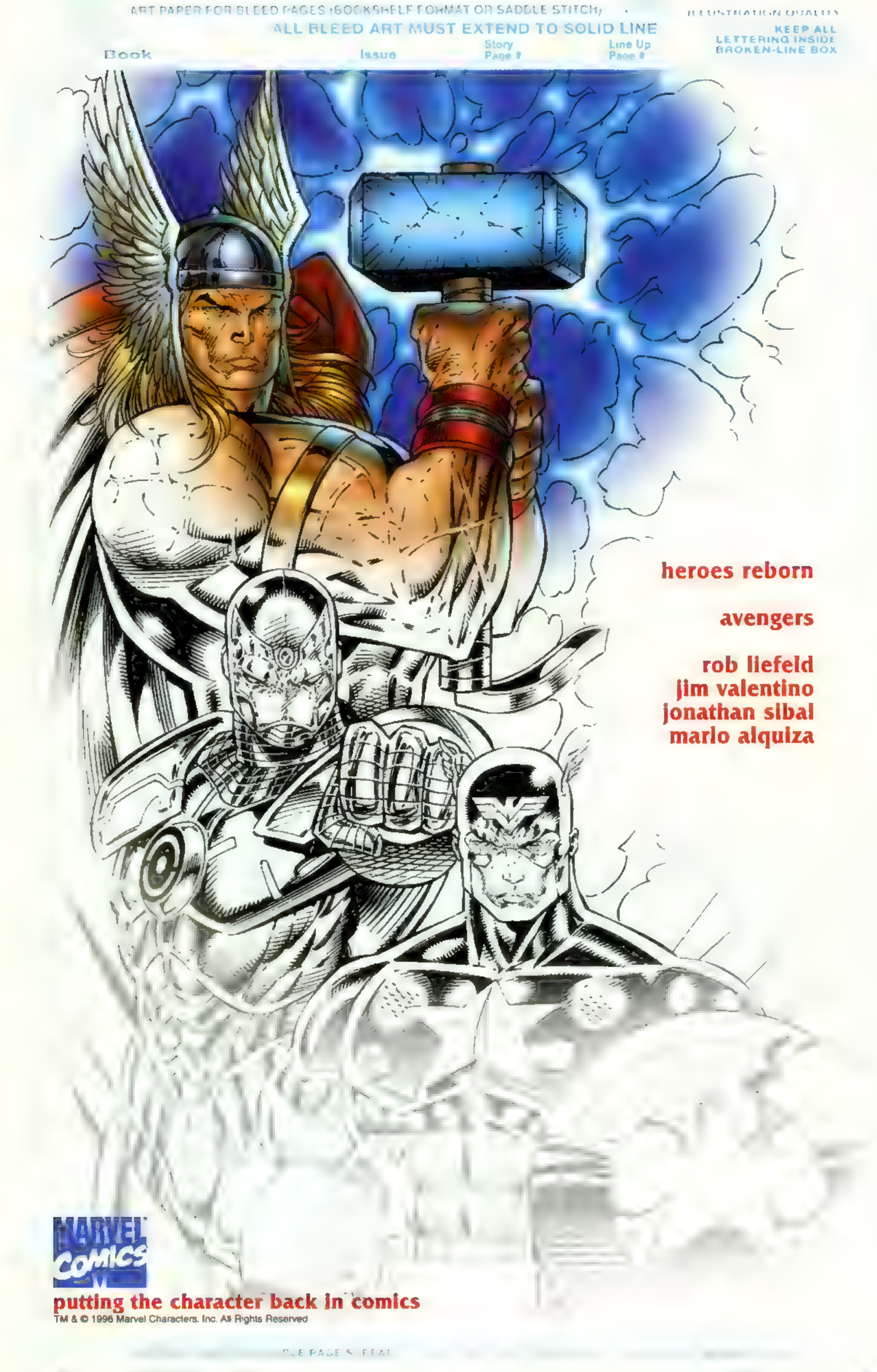
HUNGER IS NOT MERELY A STATE OF ITS BEING, BUT ITS VERY BEING.

Because of its nature, it cannot be reasoned with, threatened, or deterred through logic. There would be no purpose behind Reed Richards' hopes to defend his world.

Galactus is the enemy of all who live, and there is nothing it will not consume. There is no hope for the Fantastic Four or the other heroes who make Earth their home. And there are no heralds to give warning that the sky is falling. Galactus comes as a tentacled vacuum, sucking and ravaging the earth.

McDANIEL'S GALACTUS COULD NOT BE DEFEATED. NOR WOULD IT BE REMEMBERED. FOR THERE WOULD BE NO SURVIVORS TO TELL OF ITS

**AWESOME TERROR!**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Line Up Page #
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avengers
rob liefeld
jim valentino
jonathan sibal
marlo alquiza
MARVEL COMICS
putting the character back in comics
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Book Issue Story Page # Line Up Page #

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heroes reborn

fantastic four

jim lee
brandon choi
scott williams

putting the character back in comics

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NSTRUCTIONS FOR DOUBLE PAGE SPREAD

# STARLORD IS BACK

## ATTENTION

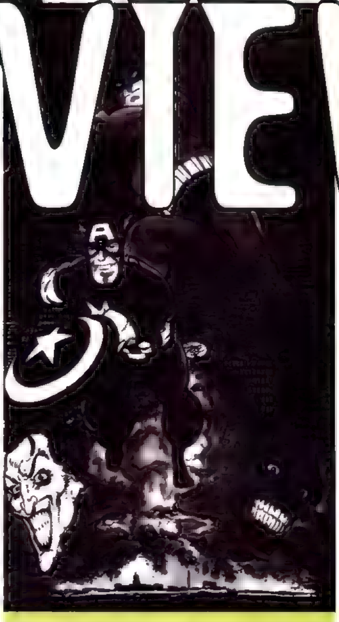
**STARLORD** is back! The cult favorite cosmic hero of the 70s returns to comic shelves this October in a three-issue limited series written by best-selling science fiction author **Timothy Zahn** (STAR WARS: HEIR TO THE EMPIRE, the COBRA series, the CONQUEROR series) and painted by **Dan Lawlis** (X-MEN UNLIMITED, BARB WIRE)!

Twelve years have passed since the last sighting of Starlord and Peter Quill is considered merely a legend by the universe at large. When Sinjin Quarrel, a novice arbiter in a corrupt legal system, discovers Starlord's sentient ship crashed and abandoned on a remote alien world, he is inexorably drawn into a deadly web of deceit and conspiracy — and is forced to adopt the mantle of the missing hero to survive.

Can Sinjin—without the powers or the experience of his predecessor—carry off this grim charade? And will he be able to discover the whereabouts of the missing Peter Quill? The answers await you this October!

# an INTERVIEW with JOHN BYRNE

BY RUTH MORRISON



John Byrne may be the only comic book professional who had fans before he had a career. "The gallery director of the Alberta College of Art, the school that I was attending, scheduled a comic book art show because he knew that I liked comic books. At his request, I did a comic booklet ("The Death's-Head Knight"), and it was given away at the show.

"A guy in the Canadian Armed Forces who was big in comic fandom circles saw the booklet and contacted me. He said that I was good enough to 'go pro,' and if I wanted to pursue it, he would hook me up with Stan Lee.

"That was the first time that it ever occurred to me that I could make a living doing what I loved... drawing comic books."

From that tiny booklet, a mighty career sprang. Byrne's first sale was "Dark Asylum," for which he did pencils from a Tony Isabella plot. His first published work was "ROG-2000" in E-MAN. Although Byrne started as a penciler, he has plotted, penciled, scripted, lettered and/or inked such books as SPACE: 1999, WHEELIE AND THE CHOPPER BUNCH, DOOMSDAY + 1, and EMERGENCY for CHARLTON; ACTION COMICS, ADVENTURES OF SUPERMAN, UNTOLD LEGEND OF THE BATMAN, BATMAN 3D, SUPERMAN, WONDER WOMAN for DC; ALIENS-EARTH ANGEL for DARK HORSE; BABE, THE TORCH OF LIBERTY, DANGER UNLIMITED, JOHN BYRNE'S NEXT MEN, PROTOTYKES for LEGEND/DARK HORSE; ALPHA FLIGHT, AMAZING SPIDER-MAN, AVENGERS, AVENGERS WEST COAST, CAPTAIN AMERICA, THE CHAMPIONS, FANTASTIC FOUR, THE INCREDIBLE HULK, IRON FIST, IRON MAN, MARVEL TEAM-UP, MARVEL TWO-IN-ONE, POWER MAN AND IRON FIST, SENSATIONAL SHE-HULK, THE STARBRAND, THE THING, WEB OF SPIDER-MAN and the X-MEN for MARVEL. "This doesn't include reprints, collections, pin-ups and such," says Byrne. "I've done over 12,000 pages."

Born in Walsall, England and raised in Western Canada, Byrne says that the highpoints of his career include the X-MEN, FANTASTIC FOUR, SHE-HULK, JOHN BYRNE'S NEXT MEN, and his current monthly title, WONDER WOMAN. Byrne will be taking over Jack Kirby's NEW GODS in September and expects "BATMAN/CAPTAIN AMERICA" to be out sometime in 1996. We took him away from the salt mines to ask him the following...

**First comic read?**
SUPERMAN

**Favorite comic of all time?**
FANTASTIC FOUR #5

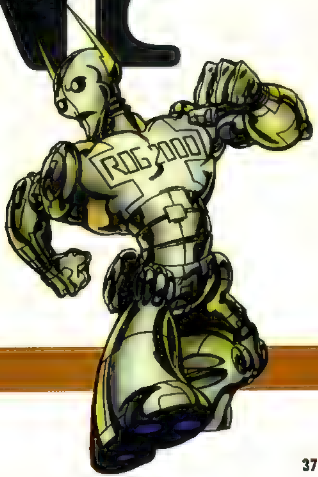
**Life beyond comics?**
Novelist, videophile, reader of histories and biographies

**Where do you see yourself in ten years?**
Writing, drawing, hopefully something to do with comics

**Favorite work of your own?**
When I think of my favorite work I usually think of runs on titles, rather than individual books. So, FANTASTIC FOUR, SHE-HULK, NEXT MEN, WONDER WOMAN.

**The one person you would most like to meet?**
Edward DeVere (to find out if he really was Shakespeare)

**Super-power you would most want?**
Flight (understanding that most super-powers imply other powers to go with them, so flight would imply a degree of invulnerability, or one would not be able to fly very HIGH or very FAST)



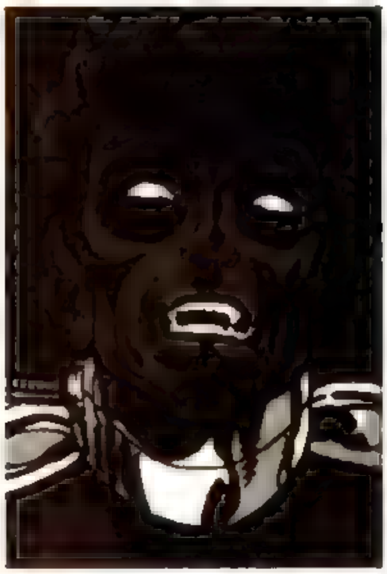
**Favorite toy as a child?**
My electric trains
**Favorite toy as an adult?**
My computer (especially the 3D modeller)
**Things you collect?**
Books, guns, model cars, laserdisks, original comic art
**Favorite pastime or hobby?**
Watching movies
**Favorite TV show?**
"Star Trek" (the original)
**Favorite Halloween Costume?**
When I was 10 my mom made me a Batman costume. That was the coolest.
**Last good book you read?**
"David Brinkley" by David Brinkley
**Last good movie you saw?**
"Toy Story"

# do you (prefer mayonnaise or Miracle Whip?)

**Favorite cartoons?**
"Bugs Bunny," "Daffy Duck," "Animaniacs," "Pinky and the Brain"
**People you would most like to work with.**
Jose Luis Garcia-Lopez, Joe Kubert
**Favorite music/musical performer.**
Jazz. Dave Brubeck.
**Any trademarks to your work?**
Big broken things, and babes
**What would your dream project be?**
An ongoing Marvel/DC crossover series in which everyone would eventually team up with (not fight) everyone else
**If you could be any comic book character, which would you be and why?**
Superman, for obvious reasons
**Most useless bit of trivia you know?**
The wingspan of a 747 is three times the length of the Wright Brothers' original flight.
**Comics you currently read?**
Nothing on a regular basis

# mayonnaise

**Favorite comic book character?**
Batman
**Least favorite comic book character?**
Lobo
**Your most embarrassing moment?**
Everything since birth
**Who would play you in a movie if they made a movie about your life?**
I'm hard to cast, though I once saw Stephen Collins in shaggy hair and a beard, and he looked kind of like an idealized version of me.
**Do you have any nicknames.**
"JB" is about as close as I get, though Howard Mackie (and only Howard Mackie) calls me "Pops."
**Favorite bit of comics paraphernalia of all time?**
I have one of the original Superman dolls, from the 30s.



**Do you have a parting shot or a parting line?**
"Some rise by sin, while some by virtue fall."
**Favorite song you know all the words to.**
"Send in the Clowns" (really)
**The last time you spoke and/or performed in front of an audience was?**
November, Mid-Ohio Con
**Do you prefer mayonnaise or Miracle Whip?**
Mayonnaise
**Do you have any phobias?**
Heights, and I'm a bit claustrophobic. (But I can handle it. Really. I'm okay.)
**Your best friends say that your worst habit is...**
My best friends know I am perfect.
**The thing that nobody else knows about you is?**
That I am perfect.
**What's your mutant power?**
I'm always right — but sometimes the Universe doesn't agree with me.

# NEW LOW FARE TO THE THIRD DIMENSION

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Want to go someplace really cool this summer? How about a trip to the third dimension? Now you can get there for just $99. Imagine sticking your head into an entirely different world. With its 32-bit technology, stereo sound and lots of great games with new games coming this summer, the Virtual Boy™ system can take you to places you've never been. Hey, for $99, you've never had this much fun.

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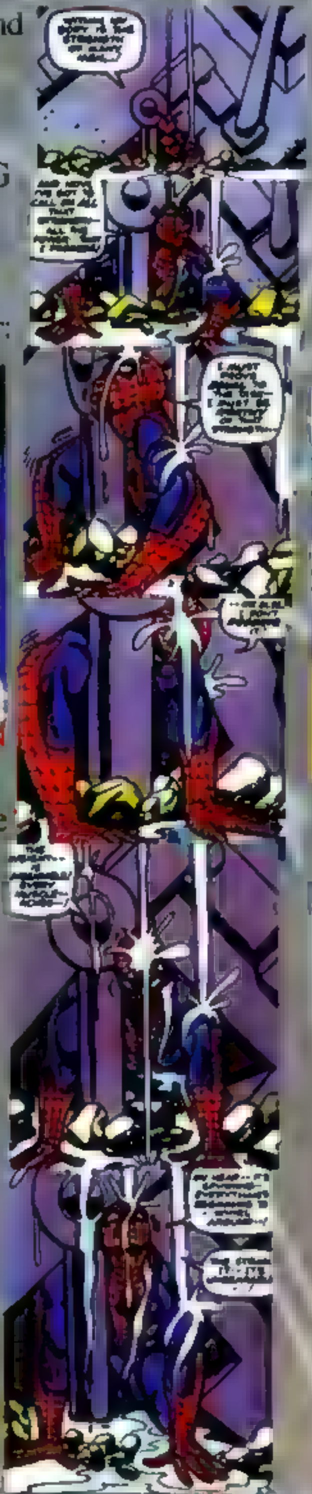
# MARVEL CHRONICLES 1966

**It was only five years since FANTASTIC FOUR #1, but 1966 proved to be the year in which Stan Lee, Jack Kirby, Steve Ditko, and their many collaborators reached their zenith of creativity.**

This was the year Ditko and Lee gave us what may be the most memorable sequence in Spider-Man's history. With issue #32 of THE AMAZING SPIDER-MAN the web-slinger finally learned the identity of his mysterious adversary, the Master Planner:

none other than Doctor Octopus. In the ensuing battle between them in Octopus's lair, the ceiling collapsed, pinning Spider-Man under tons of debris. In the following issue, Spider-Man summoned up all his inner reserves of physical and spiritual strength, struggling against both the weight and his own doubts and despair as the panels steadily, dramatically grew larger and larger, until finally he freed himself in a single, triumphant full-page shot. In this one classic sequence Lee and Ditko captured the interplay between human character and fantasy super heroics that gave Marvel its potent appeal to its readers.



Ditko departed the series with issue #38, and his successor might have seemed an unlikely one; John Romita, Sr.'s style reflected the romance comics of those years, utterly unlike Ditko's quirky, gritty one. Peter Parker suddenly went from a thin bookworm to a handsome late bloomer. Romita reenergized the series, which now took off in new directions.

With his first two issues as penciler, Stan and John finally resolved the longstanding mystery of the original Green Goblin In a gripping thriller, the Goblin finally learned Spider-Man's true identity, made him a helpless prisoner, and then revealed himself to be Norman

Osborn, the wealthy father of Parker's classmate Harry. And with Romita as artist, the time was finally right to reveal the face of the girl Peter's Aunt May had been trying to get him to meet for months. "Face it, tiger, you just hit the jackpot!" were Mary Jane Watson's first words to the stunned Peter Parker, and she was right!

1966 was also Steve Ditko's final year penciling and plotting DOCTOR STRANGE. In this case he ended his run with a blockbuster, the cataclysmic attack of the evil god Dormammu upon Eternity, the embodiment of the entire cosmos, in STRANGE TALES #146. The sole witness, Doctor Strange, was at last united with the other-

dimensional princess who had long aided him against Dormammu. It was scripter Denny O'Neil, in his first stint at Marvel, before he began his revolutionary work on DC's Caped Crusader, who then dubbed Strange's beloved Clea.

Contrary to what one might expect, Ditko's departure was followed by a great burst of creativity, as Golden Age artist Bill Everett took over as artist, collaborating with Lee, O'Neil, and Roy Thomas. Issue #147 saw the debut of the Ancient One's sinister counterpart Kaluu, their origins were revealed in #148, and in issue #150 arrived Dormammu's vengeful sister Umar, who would one day be revealed as Clea's mother.

Romita had already had some experience with Spider-Man in 1966, drawing him as a guest star in DAREDEVIL, his previous super hero strip.

With issue #20, Romita was succeeded by another of the great DAREDEVIL artists, Gene Colan, who made his debut with a fantastic thriller climaxing with Daredevil escaping from an erupting volcano atop his enemy the Owl's giant flying owl robot!

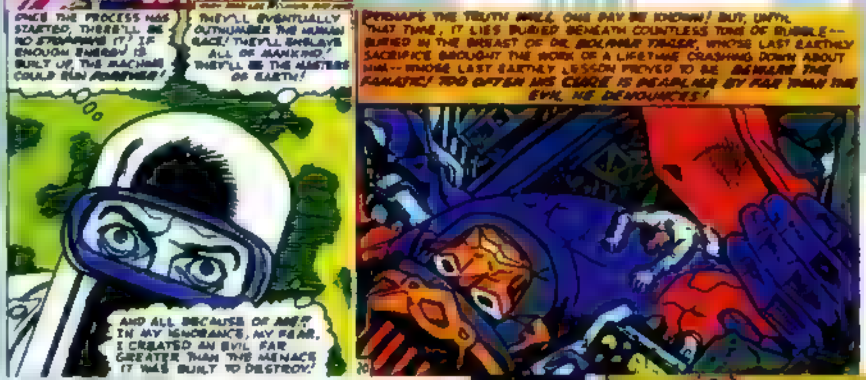
Colan was quite prolific in the 1960s, magnificently portraying Namor the Sub-Mariner as he completed his quest for Neptune's trident and then hunted down the treacherous Atlantean warlord Krang in TALES TO ASTONISH.

Initially using his alias of Adam Austin, Colan also took over as penciler of IRON MAN in TALES OF SUSPENSE #73, endowing the Golden Avenger with a solid, three-dimensional reality unseen before. Colan's run began with Iron Man's final battle against the evil Black Knight, ending with the fall that would kill the armored villain.

Stark, after temporarily being transformed into the Freak, was then teleported to the lair of the Mandarin, where Iron Man first faced the colossal android Ultimo. Returning to America, Iron Man fought a rematch with his Soviet counterpart, the Titanium Man, in the skies over Washington, D. C.

After all this, it was no surprise that Tony soon suffered a heart attack! It was during Stark's convalescence that Happy Hogan, newly recovered himself, became the first substitute Iron Man in issue #84. Happy's impersonation was too convincing: seeking vengeance, the Mandarin kidnapped him! (You will have to wait for our installment on 1967 to find out what happened next!)

1966 was the year the Hulk's life changed forever for the worse, when his confidant, Rick Jones, thinking him dead, revealed to his nemesis Major Talbot that "Bruce Banner is the Hulk!" in ASTONISH #77. His secret revealed, Banner became a fugitive, unable to hide from the Hulk's pursuers in his human form.



It was likewise a year of many changes for THE X-MEN, who began with the climax of their first campaign against the Sentinels, which concluded when the robots' creator, Dr. Bolivar Trask, sacrificed his life in destroying them; unfortunately for the X-Men, the knowledge of how to build new Sentinels has long survived Trask.

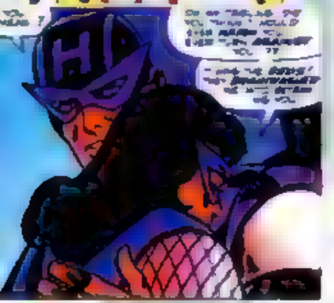
Jack Kirby bid farewell to THE X-MEN with the surprise return of Magneto in issue #17. Two issues later, Stan Lee likewise took his leave by writing the first appearance of the Mimic, a teenage boy endowed with the ability to duplicate their powers. It may seem surprising to today's readers that Lee and Kirby left THE X-MEN so early in its run, but back in 1966 X-MEN was not considered one of Marvel's lead titles.

As a result it was a good vehicle for launching a talented new writer. And so it was here, in issue #20, that Marvel's first major writer following Stan Lee, Roy Thomas, took the reins of his first Marvel super hero. He started off with a bang, crafting a story that revealed how the alien calling himself Lucifer had crippled Charles Xavier in an encounter in Asia years before.

By the end of the year Thomas had also begun writing THE AVENGERS, taking over midway through the two-parter that introduced the villainous Living Laser. Before that, Stan Lee and artist Don Heck had a busy year with the series, beginning with the surprisingly touching tale of the arch-villain Kang's doomed love for the Princess Ravonna.

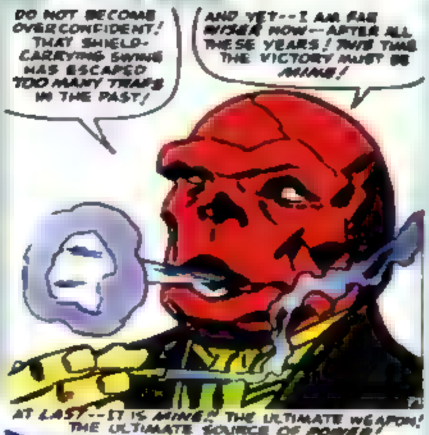
After the Wasp had been captured, Henry Pym returned to the ranks of the Avengers in issue #28, renaming himself Goliath. Together he and the Avengers freed her from the alien Collector but Pym's body now felt the severe strain of his size-changing and he became stuck at a height of ten feet.

Soon afterwards the Black Widow broke free of her brainwashing by the Chinese Communists and was reunited with her lover Hawkeye; from now on this former enemy agent would be an ally of the Avengers.



Stan Lee and Jack Kirby were almost everywhere in the early years of Marvel. In 1966 they worked on issues of DAREDEVIL and X-MEN and installments of SHIELD. But there were three series in 1966 on which their collaboration reached its height of glory: CAPTAIN AMERICA (in TALES OF SUSPENSE), THE MIGHTY THOR (as JOURNEY INTO MYSTERY was renamed with issue #126), and, of course, THE FANTASTIC FOUR.

The new year found Captain America locked in his struggle to stop the supposedly dead Red Skull's doomsday weapons, the first three Sleepers. In the following issue, TALES OF SUSPENSE #75, Cap first encountered two people who would continue to pass in and out of his life in the years to come: his future girlfriend S.H.I.E.L.D. Agent 13, whose name would later be revealed as Sharon Carter, and the roguish

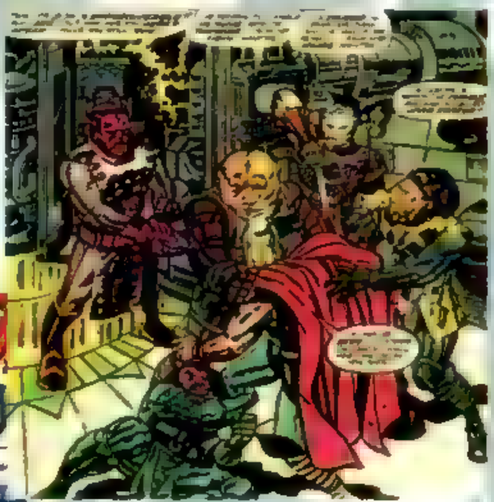


French mercenary, Batroc the Leaper.

Then, in issues #79 through #81, came the most monumental of Lee and Kirby's CAP stories, in which the Red Skull turned up alive in the present day and took possession of an amazing object that could transform his every thought into reality: the Cosmic Cube. There followed the greatest of the many battles between Captain America and his eternal enemy, as Cap, armed only with his courage and passionate idealism, overcame a mad tyrant who had achieved absolute power.

In THOR the thunder god's counterpart in the pantheon of ancient Greco-Roman gods, Hercules, had been lured out to Hollywood to become a movie star. (This was surely Lee and Kirby's satiric nod to the infamous low-budget Steve Reeves Hercules movies being made in the Sixties.) Never too bright, Herc signed his contract without reading the fine print, only to discover he had just enslaved himself to Pluto, god of the underworld, for all eternity! This allowed Lee and Kirby to do their own version of a classic mythological theme, as Thor descended into the underworld to rescue his former sparring partner, thus sealing the friendship between Thor and Hercules that endures to this day.

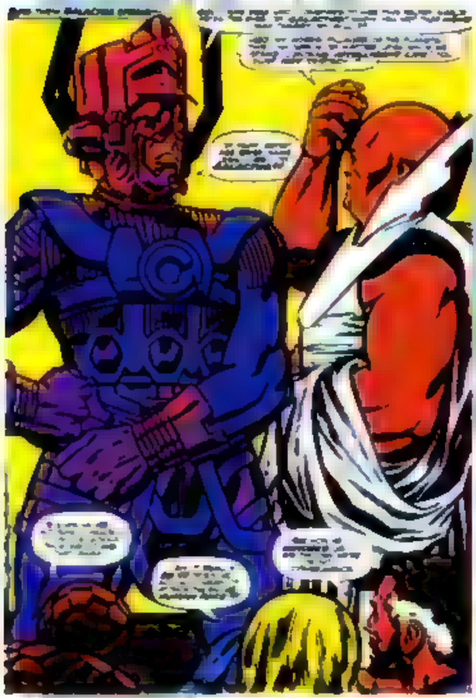
From this mythological realm Lee and Kirby sent Thor into outer space, thanks to the machinations of the alien female Tana Nile of the Colonizers of Rigel. Accompanied by the robot Recorder, Thor first journeyed into the Black Galaxy to do battle with one of Kirby's most astonishing co-creations, Ego the Living Planet in issues #132 and #133.

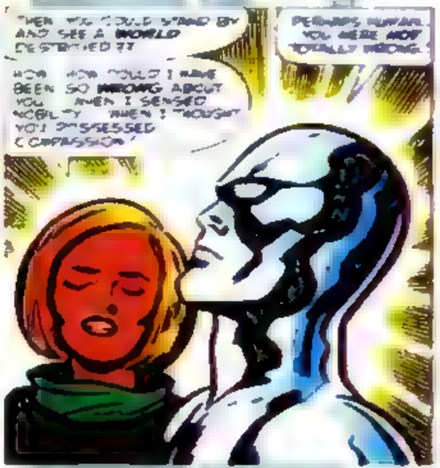


Then Thor went back to Earth, finding human-like animals dressed as medieval knights. These were the New Men, the creations of the High Evolutionary, the master genetic engineer who made his debut in THOR #134.

The summit of Marvel's greatness in 1966 was, of course, THE FANTASTIC FOUR. The year began as the FF followed the Royal Family of the Inhumans back to their hidden race's secret home, the Great Refuge, where their noble leader, Black Bolt, reclaimed his throne from his usurper brother, Maximus the Mad.

The FF flew back to Manhattan to find it in chaos, as Biblical-style visions filled the skies, warning of the coming of the end of the world. It was FANTASTIC FOUR #48, the beginning of Stan Lee and Jack Kirby's greatest continued story, now known as the Galactus trilogy. The idea behind it was to pit the Fantastic Four, as representatives of humanity, against a virtual god of wrath who thought of the mortal world as no more than food to be consumed: the gigantic alien Galactus.





Preceding Galactus himself was his herald, the Silver Surfer, at first no more than his master's inhuman, unfeeling slave. But meeting the Thing's beloved, the blind sculptress Alicia Masters, tapped the humanity buried in the Surfer's heart, persuading him to defy Galactus to save humanity. In the end, possessed of a tiny but immensely potent weapon, the Ultimate Nullifier, the Fantastic Four's leader Reed Richards forced even the mighty Galactus to spare Earth, though as a parting gesture he exiled his defiant herald to the world of mortals he had defended.

Readers were genuinely awed by this fable of doomsday averted, and they—along with Lee and Kirby themselves—were fascinated by the figure of the Silver Surfer. If super heroes up till then had usually represented humanity's physical potential, the Surfer was something new in the genre: a symbol of humanity's highest aspirations.

With the conclusion of the Galactus trilogy in issue #50, the lives of the Fantastic Four briefly returned to normalcy: the Human Torch entered college, as Peter Parker had earlier, and met his longtime friend Wyatt Wingfoot.

But Lee and Kirby were hardly resting; having completed their finest serial story, they now created their single issue masterwork: "This Man, This Monster," in FANTASTIC FOUR #51, an extraordinarily well crafted tale of an anonymous scientist who steals the form and powers of the Thing, only to learn what makes the Thing a hero, finally redeeming his wasted life by sacrificing it to save another.

The following issue introduced us to the first black super hero, the Black Panther, monarch of the African kingdom of Wakanda. The Surfer returned in issue #55, and in that year's FANTASTIC FOUR ANNUAL, Lee and Kirby acknowledged the Marvel Age's roots in the past by reviving Johnny Storm's heroic predecessor, the original Human Torch of 1939's MARVEL COMICS #1.

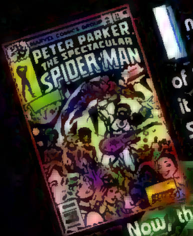
This miraculous year ended with the beginning of a four-part story that almost rivals the Galactus Trilogy itself. In FANTASTIC FOUR #57 the angelic Silver Surfer meets and falls victim to the satanic Doctor Doom. Having usurped the Surfer's nearly limitless cosmic power, Doom now stood on the brink of not simply world conquest but godhood.

1966 was the year that THE FANTASTIC FOUR truly earned its title: "The World's Greatest Comics Magazine"! Throughout this year Kirby and Lee were at the height of their imaginations, devising one brilliant new concept after another in the FF and their other books. To look at everything they created in a single year is to realize that we will be lucky indeed if adventure comics ever see such another outpouring of creativity in our lifetimes.

—Peter Sanderson

## MARVEL'S SILLIEST MOMENTS

# SPIDER-MAN NIGHT FEVER




In 1978, disco had become incredibly popular, thanks to the smash success of the movie "Saturday Night Fever." So it was only natural that Spider-Man face a disco-inspired super-villain, right? Right!

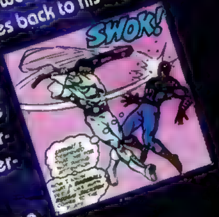
Now, they didn't necessarily have to call the story "Spider-Man Night Fever"...but that was the title they chose for SPECTACULAR SPIDER-MAN #24, as Spidey faced "the death-dance of the Hypno-Hustler!" The Hypno-Hustler remains one of Spidey's all-time silliest villains. He made only one appearance, and then he was retired to the Land of Embarrassing Characters.

Our story began with Peter Parker's friends taking him out for a night of shakin his bootie at the hottest disco in the city, "Beyond Forever." For inspiration, Peter's friends give him a brand-new John Travolta white disco suit! (In 1978, this was apparently considered a good gift!) Peter reluctantly puts on the Travolta suit, and winds up looking like a real Macho Man!

Meanwhile, at Beyond Forever, the Hypno-Hustler uses his hypnotic powers to rob the club owner, with the help of his three lady back-up singers, the Mercy Killers! The Hustler hopes to succeed as a legitimate disco artist (you know, like Donna Summer), but, as he puts it, "If it takes some grand larceny...to put me over the top...well, I can DIG IT!"

Shortly, the Hustler and his band go on stage at Beyond Forever, using their music to hypnotize everyone in the club—everyone, that is, except Peter Parker, who uses his web-shooters to create a set of web-earplugs!

A quick change to Spidey, and the battle begins, with the Hypno-Hustler using his spiked boogie shoes to try to send Spidey on a one-way trip to Funkytown! At one point, the Hustler even uses his guitar to give Spidey a good wallop to the head, just like El Kabong! Eventually, Spidey beats this jive turkey by removing the Hustler's headphones and causing H.H. to become hypnotized by the siren song of of his own back-up singers!




Spidey leaves this super-freak webbed to the glittering globe on the ceiling, then changes back to his Travolta suit so he can get back to some more of that boogie oogie oogie!

With uninspired villains like the Hypno-Hustler, it comes as no surprise that disco died shortly afterward!

—BARRY DUTTER

# BEAST FILES

## SUBJECT:
## THE ORIGINAL X-MEN

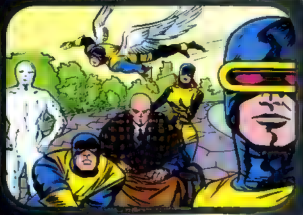
[[illegible]ard file to termi00218@banshee.xav.acad.com]

Cyclops, with his powerful optic blasts; Marvel Girl, the beautiful young woman who gave form to the expression, "Mind over matter"; Iceman, the human popsicle; Angel, the high-flying winged playboy; and the lovable, acrobatic, bouncing Beast. To say the least, these were strange names, strange abilities, and strange times to be alive. Collectively, however, these five mutants would forever be remembered as THE ORIGINAL X-MEN.

[illegible] a.k.a. Cyclops is quite often referred to as the FIRST X-MAN. While Cyclops was not the first mutant Professor Charles Xavier [See File: Professor X] ever instructed in the use of his powers, he was the first in several other categories. He was the first to wear the famous black and gold outfit. He was the first mutant Xavier ever rescued. And he was also the X-Men's first team leader. Since his earliest days at Xavier's School, Cyclops has remained the cornerstone upon which Xavier's foundation was built. Thankfully, he's lightened up considerably since then.

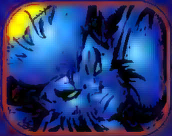
[illegible] a.k.a. Marvel Girl is one woman who should always be loved for her mind. She was Xavier's first true pupil. At an early age, her psionic powers developed when a childhood friend of hers was struck and killed by an oncoming car. She was terrified when she suddenly found herself inside her dying friend's mind. Immediately sent to Xavier's, he helped her establish psionic blocks on her telepathy until such time as she was physically ready to use it. This didn't stop her one bit, however, from developing and using her other mental ability, telekinesis.

[illegible] "Bobby" Drake a.k.a. [illegible] was the youngest member of the team. His ability to freeze water vapor in the air combined with his adolescent behavior made him the class clown. You could almost count on his using his powers to humiliate his opponents as well as his teammates. When the chips were down, however, he would always prove to be a valued member of the team.

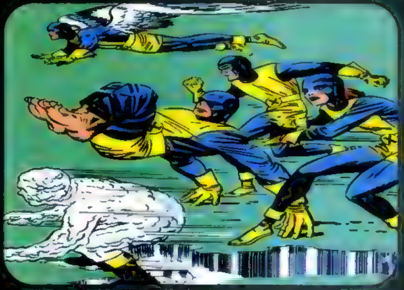


Warren Worthington III a.k.a. [illegible] has always seemed to soar above the rest. Born into one of the nation's wealthiest families, Warren was never left wanting for anything. However, when he suddenly found two large feathered wings growing from his shoulders, his world was changed forever.

Henry "Hank" McCoy a.k.a. the Beast, was not only the brains of the team but its brawn as well. Who says that the strong must be meek in mind as well? His mutant abilities were only part of what made up this peculiar package. He could lift nearly one ton, scale most surfaces with his bare hands and feet as easily as walking across the room, and was more agile than the most superbly trained Olympic athletes. His appearance was brutish and simian, with his arms, hands and feet being much larger than normal. His feet were as articulate as most people's hands. Add to this a genius-level intellect and scientific aptitude and you have the young man known as the BEAST. [The majority of the villains he faced are said to have preferred he simply pummel them rather than listen to his endless "jabbering." So it could be argued that it was his non-mutant abilities that truly struck fear into the hearts of his enemies.] [NOTE to Sean: you can leave that last part out if you want but if you do that, you obviously have no sense of vibrant verbiage.—Henry]

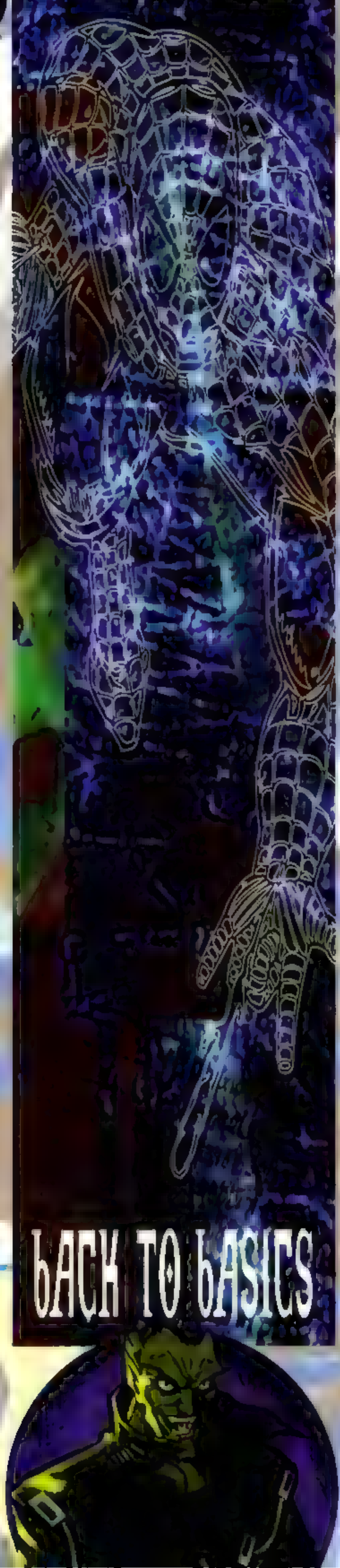


Through the years, the line-up of the X-Men has changed drastically; however, one thing will always remain the same. These five will always be the remembered as the first—and arguably the best—representatives of mutant-kind.



# SPIDER-MAN

## BACK TO BASICS



It began with "Power and Responsibility," the highly-publicized four-part crossover that reintroduced the Spider-Man Clone to the wall-crawler's mythos after twenty years. This tale launched a veritable rollercoaster of shocks, reversals, and mysteries which rolled relentlessly through the life of Spider-Man for nearly three years' worth of issues, and has been collectively referred to as the "Clone Saga." During the tumultuous course of this massive story arc, readers witnessed a plethora of historic events: the debut of Ben Reilly, the Scarlet Spider. Spider-Man's harrowing trip to the edge of insanity. The introduction of the vengeful prototype clone of Peter Parker called Kaine. The death of Doctor Octopus. Mary Jane's announcement of her pregnancy. The rebirth of the Jackal, the devious mastermind behind the cloning of Spider-Man. The death of Peter's beloved Aunt May. Peter's murder trial. The genetic tests that proved that Ben Reilly was the original and the man we call Peter was the clone — perhaps the most controversial moment of a comic book saga in history. The Jackal's maniacal world-altering master plan, "Maximum Clonage". Peter (the clone) Parker's retirement as Spider-Man. The debut of the mysterious new Doctor Octopus. Ben Reilly taking up the mantle of Spider-Man, complete with a new costume and new life. Peter's adventure in Portland which cost him his spider-powers. Ben Reilly's ill-fated romance with the daughter of the burglar who killed his Uncle Ben. The discovery of a skeleton in a smokestack which threw all we knew into doubt once again.

As the plot threads continue to weave in the background of the Spider-Man books, there are still questions left unanswered, mysteries left unsolved, and players who have yet to be fully revealed. Now, at long last, the Spider-Man creative teams have pulled together all the dangling threads, and are poised to begin the saga that will bring all clone saga storylines to a decisive and unforgettable finale. "Book of Revelations," the first official spider-title crossover in almost half a year, kicks off in SPECTACULAR SPIDER-MAN #240, shipping the last week of September, and continues into SENSATIONAL SPIDER-MAN #11 and AMAZING SPIDER-MAN #418, before coming to an explosive climax in the double-sized SPIDER-MAN #75. The foundations for this epic were laid down in the last big Spidey-crossover, "Blood Brothers," which introduced an enigmatic manipulator named Gaunt and his shadowed boss, both of whom have ties with Ben Reilly's friend and mentor, Seward Trainer, and have an agenda of revenge against Spider-Man. Speculation has run rampant — in the mail, in the comics shops, in the fanzines, over the Internet — as to the identities of these mysterious figures and as to the true motivations of the once-trusted Seward Trainer. Here, then, is a primer — for the newer fan, for the returning fan, or for the regular reader who has simply been overwhelmed by the details and complexities of the storyline, detailing what is known and unknown about the significant players in this unfolding Spider-drama...

# PETER PARKER

## WHAT WE KNOW

He played the role of Spider-Man until tests conducted at Seward Trainer's laboratory revealed that he was actually a clone, switched with the original Peter Parker five years ago, sent to live Peter's life while the original, believing himself the clone, went into self-imposed exile as part of a revenge scheme by the Jackal. The discovery of a skeleton of a Spider-Man clone has made Peter suspicious of Seward Trainer and his test results.

Giving up his career as Spider-Man and passing the costume on to Ben Reilly, Peter chose to move away from New York to raise his child with his wife Mary Jane.

A radiation accident in Portland temporarily robbed Peter of his powers, though the powers have been sporadically returning. Peter is once again working as a freelance photographer for the Daily Bugle, and intends to leave the identity of Spider-Man to Ben so Peter can start a family.

## WHAT WE DON'T KNOW

Will Peter's Spider-Man powers ever fully return? If they do, will he want to reclaim the name and costume of Spider-Man? What effect, if any, will Peter's irradiated blood have on Mary Jane's child?

# BEN REILLY

## WHAT WE KNOW

He believed himself to be the clone of Peter Parker, and wandered America searching for a place to fit in. It is on the road that he met Dr. Seward Trainer who became his friend and mentor. He stayed away from New York until hearing about Peter's Aunt May having a near-fatal stroke. Possessing all of Peter's memories, he came back to see her, soon after which he began a crimefighting career as the Scarlet Spider. Tests conducted at Seward's lab revealed that he was not the clone, but the original Peter Parker. Ben is currently performing the heroic duties of Spider-Man, but has still not reclaimed the name of Peter Parker.

Ben dyed his hair blond, and has been introduced to Peter Parker's circle of friends as Peter's cousin.

## WHAT WE DON'T KNOW

Much of the details about Ben Reilly's five years on the road have yet to be revealed. Are there still menaces from the past that could reach out to threaten Ben today? More importantly, was Ben's first "chance" meeting with Seward Trainer more than meets the eye?

# SEWARD TRAINER

## WHAT WE KNOW

Seward is a brilliant geneticist who met Ben Reilly about three years ago at a Vermont inn. Ben saved Seward's life from a nuclear meltdown and confided in him about being a clone of Spider-Man. Seward hired Ben as a lab assistant for a time, and became his confidant and mentor. After they parted, Seward periodically kept in touch with Ben over the next few years, finally joining him in New York. He conducted the original tests that proved Ben Reilly was the original Peter Parker and Peter himself was the clone. While recovering from a coma, Seward was spirited away by the mysterious Gaunt, and forced to perform an experiment that would restore Gaunt to a youthful, healthy body. This experiment was interrupted by Spider-Man, but Seward and Gaunt survived. Seward remains a prisoner of Gaunt and his mysterious boss.

Seward is also the father of Carolyn Trainer, the new Doctor Octopus, who bears him a great grudge for allegedly neglecting her during her childhod years for the sake of science.

## WHAT WE DON'T KNOW

What is the dark secret of Seward's past that enabled him to be blackmailed by Gaunt? Was there more going on in those genetic tests than we originally thought? What is Seward's connection to the Multivex Corporation and its parent company, Osborn Industries? And exactly how far did Seward's obsession with science go? What sacrifices could he have made in his pursuit of knowledge?

# GAUNT

## WHAT WE KNOW

He is a man who Spider-Man encountered years ago, and who the world at large believes is dead. His body is in a corpselike state of decay, being kept alive only by a special containment suit. He has a knowledge of robotics and cybernetics, which he used to enhance the Hobgoblin and the troop of mercenaries called Cell-12. He orchestrated a campaign of brutal terrorism against the private lives of both Ben Reilly and Peter Parker to scare them off the trail of the kidnapped Seward Trainer, and is apparently privy to the secret identities of Ben and Peter. When last seen, he was coercing Seward to perform the regeneration experiment again.

## WHAT WE DON'T KNOW

Who is he? What is his past connection with Seward Trainer? When was his first encounter with Spider-Man? What is his agenda after successfully revitalizing his body, and how does it fit in with the master plan of his mysterious employer? Even in his life-support suit he gave Spidey a good fight; how much greater a threat will he be when he's returned to youth and vitality?!

# MARY JANE WATSON-PARKER

## WHAT WE KNOW

The wife of Peter Parker, whose joy over her recent pregnancy was soured by the news that her husband was a clone. She has since accepted this and loves Peter unconditionally. However, she still harbors doubts about the safety of their baby, due not only to the uncertainties of what effect cloned genes may have on the child, but what effect Peter's irradiated blood may have had. She is living with Peter at Aunt May's old house in Queens, and is now committed to a normal life in New York, her husband's obligations as Spider-Man left behind them.

## WHAT WE DON'T KNOW

Will the child be healthy and normal, or will MJ give birth to something either more or less than human? Are Mary Jane and the unborn child targets in the secret agenda of Spider-Man's shadowed enemies?

# THE MYSTERIOUS MASTERMIND

## WHAT WE KNOW

Precious little. Apparently this person has been manipulating a great many events for quite some time, and has a personal agenda centering on Spider-Man. Gaunt is his chief lieutenant, though Gaunt believes him to be "The Devil Himself." He orchestrated Gaunt's corruption of the Multivex Corporation, and is now poised to make major moves against Spider-Man.

## WHAT WE DON'T KNOW

Who is he? Have we seen him before? Why is he in hiding? What's his connection with Multivex and Osborn Industries? What is his past relationship with Gaunt? How did the Jackal's cloning scheme serve to benefit this mystery man's far grander agenda? For that matter, what *is* his agenda?

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The pieces begin to fall into place in September, and you'll see the whole big picture by the end of October — and the end result — whoever lives, whoever dies, whoever is changed forever — will be the end of one of the most turbulent eras of Spider-Man history and the beginning of the new direction that will launch the one, true Spidey into the next century... and beyond!

—Mark Bernardo

# MARVEL STUFF

## Everyone loves Marvel stuff---- Check out one of the many cool Marvel products that's on its way.

"The Marvel Universe is one of the most remarkable achievements of American popular culture in the late twentieth century: a single fictional cosmos with a history chronicled in thousands of comics."

So begins the foreword to MARVEL UNIVERSE, the new coffee table book from Harry N. Abrams Inc.

Debuting in October, MARVEL UNIVERSE is the exhaustively researched companion to Abrams' 1991 best-seller MARVEL: Five Fabulous Decades of the World's Greatest Comics. Where the first volume detailed the history of Marvel, the company, this new release offers readers a fascinating, in-depth history of Marvel, the universe. Told through the evolution of characters, the book recounts pivotal storylines as well as the development of comic book art and writing. MARVEL UNIVERSE takes the reader on a fantastic journey through this vast fictional realm that is home to some of the greatest super heroes and super-villains of all time.

Written by Marvel archivist, comics insider, and generally bright guy Peter Sanderson and edited by Eric Himmel, MARVEL UNIVERSE offers insightful and perceptive glimpses at all of Marvel's major characters. Eight chapters detail the trials and tribulations of Marvel protagonists: The Fantastic Four; The Antiheroes (the original Human Torch, the Sub-Mariner, and the Hulk); Spider-Man; the Avengers (with Captain America, Thor, and Iron Man); Strange Tales (Heroes of the Supernatural, including Ghost Rider and Dr. Strange); Protectors of the Universe (featuring the Silver Surfer and Warlock); Vigilantes and Lawmen (including Daredevil, Elektra, and Nick Fury); and of course, the mutant super team, the X-Men.

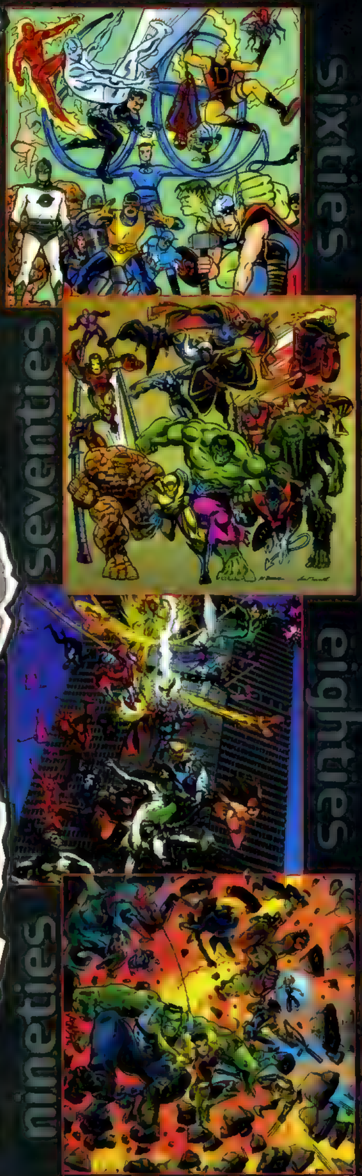
Working closely with Abrams to develop the overall look and feel of MARVEL UNIVERSE was Marvel's Creative Services department, whose primary function is to aid in the accurate development of Marvel licensed products. They offered their guidance in editing the manuscript and choosing classic art to complement the text. Under the direction of Mike Thomas, 12 works of original art covering each of the chapters, as well as four distinct Marvel eras, were created by renowned comics artists such as Sal Buscema, Michael Golden, Gil Kane and Jae Lee to mention but a few. With its intensity, attention to detail and accurate depiction of the legend that is Marvel, MARVEL UNIVERSE is sure to satisfy everyone from the novice to the hard-core Marvelite.

In August, Abrams released a companion calendar, also entitled MARVEL UNIVERSE. Every month features one of the original works of art created specially for the coffee table book.

Both the MARVEL UNIVERSE coffee table book and the MARVEL UNIVERSE calendar can be purchased through your comic shop. Ask for them, but be polite. Comic shop owners like that.

—Steve Behling

**OPPOSITE PAGE:** The MARVEL UNIVERSE coffee table book from Harry N. Abrams Inc. Pencils by John Romita, Jr. Inks by John Romita, Sr. **ABOVE,** pictured from top to bottom: the 1960's by Michael Allred, the 1970's by Sal Buscema, the 1980's by Michael Golden and the 1990's by Dave Johnson. **ALL COLOR** by Paul Mounts and Bongotone.




PENCILS BY STEVE EPTING, INKS BY TOM PALMER, COLOR BY TOM PALMER, PAUL MOUNTS AND BONGOTONE

## on sale october 2

### DAREDEVIL No.359
**KARL KESEL/CARY NORD/MATT RYAN**

Who is Matt Murdock's new employer? What is Karen Page's new job? And how can Daredevil possibly defeat the awesome Absorbing Man, who's gone toe-toe-toe with Thor and the Hulk? It's mystery, soap opera angst and high-swinging adventure as only the Man Without Fear can deliver!

### FANTASTIC FOUR No.2
**JIM LEE & BRANDON CHOI/JIM LEE/ SCOTT WILLIAMS**

Namor declares war on the surface world! Can the Fantastic Four stand between the savage Sub-Mariner and certain victory—or are our intrepid adventurers all washed up? The Avengers and Nick Fury of S.H.I.E.L.D. hope to turn the tide as Choi and Lee reinvigorate these Marvel characters!

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Kevin Green—Exposed as Prime! It's a three-ring media circus when our young hero's secret identity is revealed to the world! Meanwhile, the power hungry evildoer known as Colonel Rinaldo needs to learn how to use his powers—and he's picked Kevin as his teacher!

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Go inside the big bang that spawned Galactus's ex-herald, the hot-headed Firelord!

## on sale october 9

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From Ghost Rider's dark past come the Furies—and the ex-Defender known as Valkyrie! Plus: John Blaze and Dan Ketch discover that the Black Rose is really someone they thought was long dead!

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**TOM DEFALCO/DEODATO STUDIOS**

The Golden Realm: in ruins! The Asgardians: amnesiac and scattered on Earth! But even before the Lost Gods can fully assemble, the unspeakable evil known as Ulik the Troll strikes!

### RUNE: HEARTS OF DARKNESS No.2 (OF 3)
**DOUG MOENCH & JAMES FELDER/KYLE HOTZ & THE PANDER BROS./TIM BRADSTREET**

The freaky flip-book continues with the return of Rune to his gothic roots! Side one: Rune is in control of New York City's devastated Ground Zero. But will the Prince of the Void prey upon the outcasts that live there or use them in his sinister scheme? Side two: the second chapter of a three-parter featuring a villain created in a contest from the pages of Wizard!

### STARLORD No.1 (OF 3)
**TIMOTHY ZAHN/DAN LAWLIS**

Timothy Zahn, author of three best-selling Star Wars novels, recreates Marvel's space-faring swashbuckler! Starlord has been missing for 22 years. When a rookie lawman in a corrupt judicial system finds a crashed sentient starship, he stumbles into a web of intrigue beyond his experience—as he is forced to become the new Starlord!

## ABOMINATIONS No.1 (OF 3)
**IVAN VELEZ JR./ANGEL MEDINA**

The continuation of "Future Imperfect" A hundred years from now, the evil reign of the Maestro has ended and the peace process has begun. However, a wreck of a man called the Abomination wants to punish the Maestro further still. But if he can't kill the Maestro, he'll kill a frightened woman named Betty who's pregnant with the Maestro's child! Now Janis, the grand daughther of Rick Jones is forced to protect Betty by fleeing through time and seeking out the modern-day Abomination!

## INCREDIBLE HULK No.448
**PETER DAVID/MIKE DEODATO JR./TOM WEGRZYN**

The government knows they don't have the fire power to take down the Hulk, so they bring in a little hired muscle: the Pantheon! That's right, the green machine must now take on his former teammates!

## IRON MAN No.2
**JIM LEE & SCOTT LOBDELL/WHILCE PORTACIO/SCOTT WILLIAMS**

This is it, the ultimate battle of technology vs. nature: a fully-powered Iron Man vs. the rampaging green goliath known as the Hulk! This is a war for the history books—if anyone left standing to write about it!

## ONSLAUGHT: MARVEL UNIVERSE GOLD
**22 KARAT GOLD COATED EMBOSSED COVER**

The Marvel Limited collection presents a commemorative edition of the blockbuster that ended the Onslaught war and launched "Heroes Reborn"! This 48-page one-shot has no ads and now comes equipped with a 22 karat gold coated, embossed cover. Limited to 2,500 pieces, this keepsake comes bagged with a certificate of authenticity.

## PUNISHER No.14
**JOHN OSTRANDER/DARICK ROBERTSON**

From the pages of GENERATION X and X-MAN comes the X-Cutioner! Why is he tracking the same terrorist group that Frank Castle is trying to dismantle? And hey, is the Punisher really working for S.H.I.E.L.D?! The make-over of the Punisher continues!

## ULTRAFORCE No.13
**LEN WEIN/MIKE DEODATO STUDIOS**

Presenting an all-new lineup for the UltraForce! After the epic events of last month's ULTRAVERSE UNLIMITED, a new squad rises to fight as the world's greatest heroes.

# on sale october 23

## 2099: WORLD OF TOMORROW No.4
**BEN RAAB & JOE KELLY/TBD/ART THIBERT**

The X-Men 2099 discover a terrible secret in the wreckage of a starship that could determine the destiny of humanity. Meanwhile, Spider-Man 2099 is betrayed by his returned lost love. Plus: the X-foes known as the Phalanx make their final gambit in their war to conquer the Savage Land! 48 Pages!

## AVENGERS No.2
**ROB LIEFELD & JIM VALENTINO/ROB LIEFELD & CHAP YAEP/JONATHAN SIBAL & MARLO ALQUIZA**

Featuring the Avengers' greatest foe: Kang the Conqueror! Traveling through time to the 20th Century, the arrogant Kang wreaks havoc with the Earth's Mightiest Heroes when he steals their weapons for his blushing bride-to-be!

## BLACK KNIGHT: EXODUS
**BEN RAAB/JIMMY CHEUNG**

The return of the ex-Avenger known as the Black Knight! Attempting to return to the Marvel Universe, Black Knight and Sersi find themselves smack dab in the middle of the Holy Crusades! This 48-page one-shot explores the Black Knight's secret history as well as the untold origin of the X-foe named Exodus!

## ELEKTRA No.2
**PETER MILLIGAN/MIKE DEODATO JR./DEODATO STUDIOS**

Elektra vs. Bullseye—Round Two! It's the rematch of the century as the beautiful assassin comes face-to-face with her nemesis, the cold-blooded killer known as Bullseye! He murdered her once; can he do it again?! This match ends in someone's sudden death!

## SILVER SURFER No.123
**GEORGE PÉREZ/RON GARNEY**

You got a sneak peek of Garney's Sky-Rider with a snazzy bound-in poster in Wizard #59 , now feast your eyes on a whole comic worth of awesome art! From his valiant victory in MARVEL VERSUS DC to his butt-kicking adventure in DANGEROUS ARTIFACTS to his upcoming cartoon, the Surfer's really riding a wave!

## on sale october 2

### SENSATIONAL SPIDER-MAN No.11
TODD DEZAGO/MIKE WIERINGO/RICHARD CASE
"Revelations"—Part 2 (of 4)
Continuing the saga that will establish the one, true Spider-man! While the friends of Peter Parker receive ominous invitations, the identity of Gaunt is revealed! But Spidey doesn't have time to ponder the shock, because Mary Jane's going into painful and premature labor! Continued in AMAZING SPIDER-MAN #418!

### SPIDER-MAN POLYBAG PROMOTION
This polybagged edition of SENSATIONAL SPIDER-MAN #11 includes a special reservation card for one issue each oh AMAZING SPIDER-MAN #418, SPIDER-MAN #75 and SPECTACULAR SPIDER-MAN #241 as well as a Marvel Motion card.

### SPIDER-MAN UNLIMITED No.14
GLENN HERDLING/JOE BENNETT
The Great Game reaches its final round—but it stops being a game when one of Spidey's allies dies! Nightwatch, Rocket Racer, Cardiac, Prowler—who has fought his last fight? It's a super-powered battle royal as heroes and villains clash for the elusive grand prize! Plus: the Web-Slinger comes face-to-face with the Game's real mastermind! Could it be someone we've seen before?

## on sale october 9

### AMAZING SPIDER-MAN No.418
TOM DEFALCO/STEVE SKROCE/BUD LAROSA
"Revelations"—PART 3 (of 4)
Steve Skroce (X-MAN) joins the Spider-Man team as the true mastermind behind the clone saga is revealed! While Peter and his closest friends nervously await the arrival of his child,Spider-Man battles Gaunt, who's become a walking arsenal! Plus: Mary Jane's pregnancy reaches its shocking conclusion with a development with will change the Spider-verse forever! Continued in the historic SPIDER-MAN #75!

### SPIDER-MAN: REDEMPTION No.4 (of 4)
J.M. DeMatteis/Mike Zeck/Bob McLeod
Concluding the all-new limited series by the creative team behind "Kraven's Last Hunt"! The final chapter in the blood feud between Kaine and Spider-Man! It's an issue that will have ramifications in the core Spider titles for months to come!

### UNTOLD TALES OF SPIDER-MAN No.16
Kurt Busiek/Pat Olliffe/Al Vey
Mary Jane Watson makes her first appearance in UNTOLD TALES! She knows Peter Parker is Spider-Man—so why is she so terrified to meet him? Plus: will the Radioactive Man crash Peter's first party? "If you want a great read, this is the comic to turn to." (WIZARD)

### UNTOLD TALES OF SPIDER-MAN '96
KURT BUSIEK/MIKE ALLRED/JOE SINNOTT
MADMAN'S Mike Allred does Spidey! In the main story, Spidey puts the screws to his long-time rival—the Human Torch—by asking his fantastic sister—the Invisible Girl—out on a date! That bad idea gets worse when a jealous and savage Sub-Mariner makes the scene! Plus: a gallery of UNTOLD villains by Spidey artists past & present, a guided tour of the UNTOLD world by Kurt Busiek & Pat Oliffe, and much, much more! It's a double-sized funfest!

## on sale october 16

### THE ADVENTURES OF SPIDER-MAN No.9
MICHAEL HIGGINS/ANDY KUHN
Spider-Man teams with the ever-enigmatic Master of the Mystic Arts, Dr. Strange! Continuing the all-new stories based on the animated adventures of Spidey!

## DAILY BUGLE No.1 (of 3)

PAUL GRIST/KARL KERSCHL/GREG ADAMS

First issue of a hard-hitting, black-and-white limited series! What's black and white and read all over? The Daily Bugle, the Marvel Universe's premier newspaper! Now readers can gulp down some coffee and pound the pavement with the veteran Bugle reporters in this gripping limited series! In the first edition, Ben Urich takes a photo that lands him in hot water with the mob. The only problem is, he can't figure out why! Written by Paul Grist (creator of the acclaimed independent crime comic KANE), this hard-boiled tale takes readers face-to-face with the dirty secrets of the Marvel Universe!

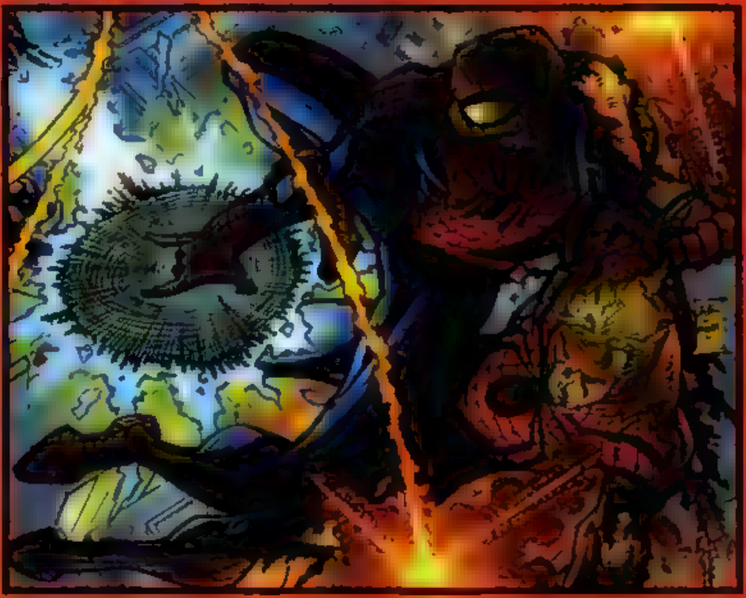
## SPIDER-MAN No.75

Wraparound cover by JOHN ROMITA JR.

HOWARD MACKIE/JOHN ROMITA JR. /KLAUS JANSON

"Revelations"—PART 4 (of 4)

This is it, True Believer: The conclusion to the "Clone Saga" that was three years in the making! The true mastermind of the whole shebang stands revealed at last—and all those lingering questions are answered with devastating finality! Two Spider-Men enter the chaotic conflict; only one emerges alive! This is the climactic ending—and the new beginning—that everybody and their Uncle Ben have been clamoring for! If you must read only one "most important Marvel comic book of the year," this must be the it!



## SPIDER-MAN'S STRANGEST ADVENTURES trade paperback

VARIOUS

Hang onto your web-shooters, Spidey's gone gonzo! Scream as the Wall-Crawler transformed into a malefic spider-beast! Shiver as the Web-Slinger and Dr. Strange tango in a deadly dimension! Yelp for mama as Spidey sprouts six arms! Join Stan Lee, Frank Miller, Michael Golden and more for 176-pages of whacked-out zaniness!

## SPECTACULAR SPIDER-MAN No.241

"Revelations" Epilogue

J.M. DEMATTEIS/LUKE ROSS/JOHN STANISCI

In the wake of the mind-blowing events of SPIDER-MAN #75, the one, true Web-Slinger confronts his very uncertain future. Will the survivors of this shattering storyline ever be the same again? No, but you can bet the strength and humor which endeared them to all of comicdom will pull them through! Veteran Spidey-scribe J.M. DeMatteis (AMAZING SPIDER-MAN) returns to help steer Spidey back on track in this special turning-point issue!

## SPIDER-MAN TEAM UP No.5

STEVE GERBER & DARICK ROBERTSON/DARICK ROBERTSON & JAMES FRY III

Two titanic team-ups for the price of one! First, Spidey and the X-Man known as Gambit go club-hopping in New York City's Greenwich Village—and Tombstone's on the guest list! Then, Steve Gerber pens a tale pairing the Web-Head and the web-foot as Spidey and Howard the Duck run a fowl of Dr. Bong and the Circus of Crime! Face it, Tiger, from the sublime to the silly, this one's got it all!

## VENOM: TOOTH & CLAW No.1 (of 3)

LARRY HAMA/JOE ST. PIERRE/AL MILGROM

Venom throws down with Wolverine! When Venom's body is usurped by Dirtnap (last seen in the pages of WOLVERINE), he's propelled against his will on a collision course with the crazed Canadian! Writer Larry Hama hurls his two lethal lead characters through the warp chamber of Landau, Luckman & Lake to parts unknown in this all-new limited series!

## on sale october 2

### CABLE NO.38
JEPH LOEB/IAN CHURCHILL/SCOTT HANNA

Kane and Cable pursue Psycho-Man into the Micro-Verse! Joined by Commander Rann, Marionette, Bug and a band of freedom fighters, Nathan must overthrow the villain's reign—even if it means becoming trapped forever in inner space!

### MYSTIQUE & SABRETOOTH NO.1 (OF 4)
JORGE GONZALEZ/ARIEL OLIVETTI

THE X-MEN'S VERSION OF BONNIE & CLYDE TEAR INTO THEIR OWN LIMITED SERIES! Their explosive past (resulting in the birth of Presidential hopeful Graydon Creed) lead them to an uneasy future. Now the mutant assassins known as Mystique and Sabretooth must unite once more! Does Destiny hold all the answers, or have her predictions finally sealed their fate? Exploding from the pages of X-FACTOR, this all-new limited series turns the spotlight on the two natural born killers the fans love to hate!

### UNCANNY X-MEN NO.339
SCOTT LOBDELL/JOE MADUREIRA/TIM TOWNSEND

When the publisher of the Daily Bugle uncovers dirt that could sink presidential candidate Graydon Creed, it's up to Cyclops to risk his life for J. Jonah Jameson—against his own brother, the assassin named Havok!

### X.S.E. NO.2 (OF 4)
JOHN OSTRANDER/JOSH HOOD

How did Bishop's sister Shard die—and what turned her into the hologram that is now a member of X-Factor? Writer John Ostrander (BISHOP) fills in the gaps of the sibling soldiers of the Xavier Security Enforcers in this four-issue limited series!

## on sale october 9

### THE ADVENTURES OF THE X-MEN NO.9
RALPH MACCHIO/ANDY KUHN/GARY MARTIN

Storm flies solo into the ghosts of her past! It's another animated adventure of the X-Men at a welcome bargain price!

### THE ESSENTIAL X-MEN COLLECTION
VARIOUS

528 PAGES OF CLASSIC X-MEN IN AN ALL-NEW, BARGAIN FORMAT! Inspired by those Manga "phonebook" style volumes, Marvel is reprinting GIANT SIZED X-MEN #1 and UNCANNY X-MEN #94-119 in an affordable black-and-white newsprint collection! Featuring the talents of Chris Claremont, John Byrne, Dave Cockrum, Terry Austin and more!

### GENERATION X NO.22
SCOTT LOBDELL/CHRIS BACHALO

While Banshee and Husk help Artie, Leech and Franklin Richards celebrate Halloween, the White Queen has her hands full with the nasty Nightmare. It seems this long-time foe of Dr. Strange has been banished from his throne—and now must make a deal with Emma to reclaim it! The treat will be finding out who tricks who!

### PROFESSOR X & THE X-MEN NO.14
JORGE GONZALEZ/NICK GNAZZO

The vengeful Juggernaut has cornered his stepbrother—who happens to be Professor X! Now the X-Men must stop at nothing to stop the Juggernaut!

### X-FACTOR NO.129
HOWARD MACKIE/JEFF MATSUDA/AL MILGROM

The future of the government's mutant militia is in jeopardy as Graydon Creed's campaign for President unveils some startling discoveries.

## on sale october 16

### EXCALIBUR NO.104
JOHN ARCUDI/BRYAN HITCH/PAUL NEARY

If you thought the effects of EXCALIBUR #100 were over, think again! It looks like Douglock's developed a dark side, thanks to his Phalanx heritage!

### WHAT IF? NO.92
JOE KELLY/JAMES DALY

Starring the X-Men's Cannonball and Generation X's Husk! Josh Guthrie has a problem. His brother Sam can rocket through the air. His sister Paige can rip off her skin to reveal exciting powers. Josh can't do anything— and feels like a loser. That is, until the day he finds the Sentinel buried in his backyard! Now he's got a big surprise for his visiting siblings!

## X-MAN NO.22
TERRY KAVANAGH/ROGER CRUZ/BUD LAROSA

While Nate and Threnody's fatal attraction heats up, Madelyne Pryor is presented to Sebastian Shaw and the former Inner Circle of the Hellfire Club! "X-Man continues his popularity rise...nearing Wolverine-like interest" (Wizard)

## X-MEN NO.59
SCOTT LOBDELL/ANDY KUBERT

Waaaay back in UNCANNY X-MEN #141, the X-Men prevented the death of a major United States politician, thereby insuring that the so-called "Days of Future Past" would never happen. Today, they learn that there are some things you just can't change! A prelude to next month's shocking issue of X-FACTOR!

## X-MEN: MUTATIONS TRADE PAPERBACK
VARIOUS

The X-Men leap up the evolutionary ladder! Gasp as Hank McCoy becomes the blue furry Beast! Shudder as Warren Worthington is transformed into the agent of death known as Archangel! Shiver as the brain of Betsy Braddock is transplanted into the deadly body of Psylocke! This 208-page volume collects important moments of change in the ever altering world of the mighty mutants. Featuring the talents of Jim Lee, Chris Claremont, Walt Simonson and more!

## X-MEN: THE RISE OF APOCALYPSE NO.3 (OF 4)
TERRY KAVANAGH/ADAM POLLINA

Continuing the ancient history of the X-Men! En Sabah Nur—he who would be Apocalypse—has been captured and enslaved by the warlord Ozymandias! Now, with his hated nemesis drawing closer to Rama-Tut's secrets of the Sphinx, fate is about to intervene in the form of the world's greatest fantastic foursome!

# on sale october 2

## THE ESSENTIAL WOLVERINE COLLECTION
VARIOUS

528 PAGES OF CLASSIC WOLVERINE IN AN ALL-NEW, BARGAIN FORMAT! Inspired by those Manga "phonebook" style volumes, Marvel is reprinting WOLVERINE #1-23 in an affordable, black-and-white newsprint collection. Featuring the talents of Chris Claremont, John Buscema, Bill Sienkiewicz, John Byrne and more!

## MAGNETO NO.2 (OF 4)
PETER MILLIGAN/KELLEY JONES/JOHN BEATTY

Continuing the new adventures of the X-Men's archenemy! "Joseph's" search for his past life as Magneto leads to the ressurrection of the Master of Magnetism! Will the Acolytes follow him again, or has Exodus tainted them to follow his own agenda?

## MARVEL FANFARE NO.4
JAMIE CAMPOS/STEPHEN R. JONES/MIKE WITHERBY

Featuring an all-new tale starring Longshot! With Dazzler at his side, the swashbuckler from the stars battles tyranny, oppression and the sinister Spiral on the whacked out world of Mojo! (Note: Longshot also appears in X-FORCE #61!)

## WOLVERINE NO.108
LARRY HAMA/ANTHONY WINN

Returning to his roots, Logan travels back to Tokyo, only to be branded Public Enemy #1 for the murder of Amiko—his own ward! Has Wolverine crossed the line—or has he just been dealt a bad Hand? Yukio guest-stars in an action-packed adventure that would make Jackie Chan's head spin!

## X-FORCE NO.61
JEPH LOEB/ANTHONY CASTRILLO

The return of Longshot! Cable in chains! X-Force on Mojoworld! All this and more as the team fights to uncover the true origin of Shatterstar! (Note: Longshot also appears in MARVEL FANFARE #4!)

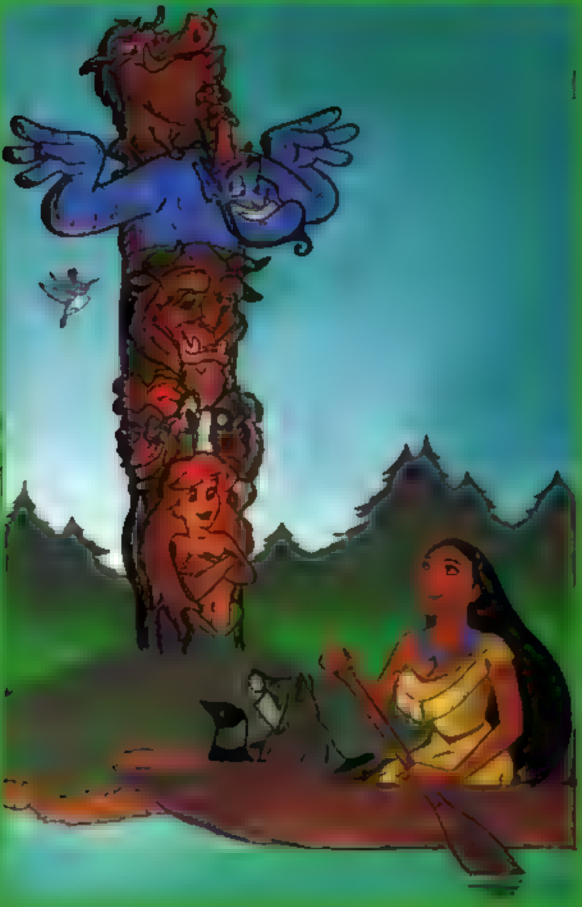
## X-MEN UNLIMITED NO.13
George Perez/Duncan Roleau

Can the X-men stop a Binary gone beserk?1 And just what will the unstable Binary do when confronted by Rogue—who violently ended Carol Danver's career as Ms. Marvel? More importantly, when the star-soaring Silver Surfer enters the scene the scene, will he fight with the X-men—or against them?!

on sale september 25

MARVEL MEDIA

## DISNEY COMIC HITS! NO.15



Tbd

All-new stories featuring those dog-gone cute canines from Disney's new live-action motion picture event, 101 Dalmations, starring Jeff Daniels and Glenn Close!

## DOCTOR WHO NO.245

various

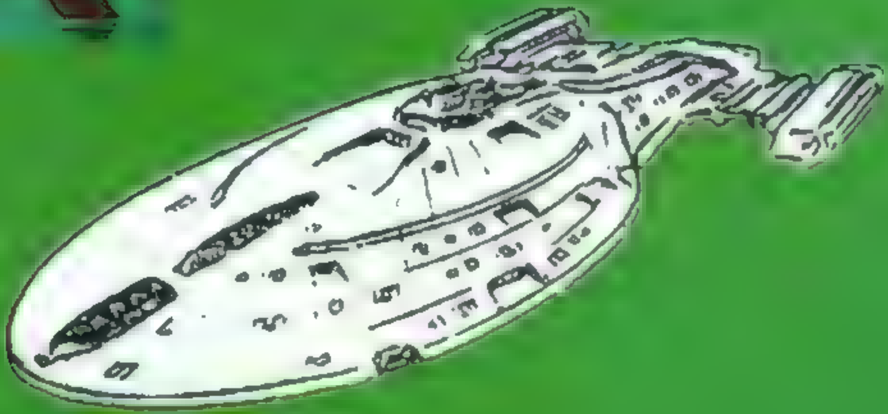
The official, full-color photo magazine featuring interviews, articles and comics celebrating the many lives of the legendary Doctor Who!

on sale october 2

## DOCTOR WHO NO.244

various

The official, full-color photo magazine featuring interviews, articles and comics celebrating the many lives of the legendary Doctor Who!



on sale october 2

STAR TREK® VOYAGER

## STAR TREK: VOYAGER NO.2

LAURIE SUTTON/JESUS REDONDO

Continuing an all-new three-part thriller! When Neelix and Chakotay go to the rescue of a vanished Talaxian ship, they find themselves trapped—and cut off from the Voyager—in a dimension of crystal towers and ephemeral beings!

STAR TREK® DEEP SPACE NINE

on sale october 9

## STAR TREK: DEEP SPACE 9 NO.2

HOWARD WEINSTEIN/TOM GRINDBERG/AL MILGROM

Continuing a terrifying two-parter! Deep Space 9 is without power and helpless after being sucked through the Wormhole! Convinced that DS9 is harboring a mega-weapon, the Amaralans send one of their own to confirm the Federation's plea for help—and soon hold Odo hostage!

on sale october 16

STAR TREK® STARFLEET ACADEMY

## STAR TREK: STARFLEET ACADEMY NO.1

CHRIS COOPER/CHRIS RENAUD/ANDY LANNING

INTRODUCING A NEW TEAM IN THE STAR TREK SAGA! In an unprecedented move, Paramount has teamed with Marvel to create a squad of all-new characters, who, along with Deep Space Nine's own Nog, begin training to be Starfleet officers! In the debut issue: tensions run high as the most volatile team of cadets ever is assembled! Trapped in a holodeck gone haywire, the inexperienced group must face off against real Gorn—unarmed! Cross Star Trek with GENERATION X and you get the flavor of this monthly title—featuring an all-new concept found not in novels, not on television, not on the silver screen, but only in this ongoing series!

MARVEL Paramount COMICS

# MARVEL LICENSED PRODUCTS

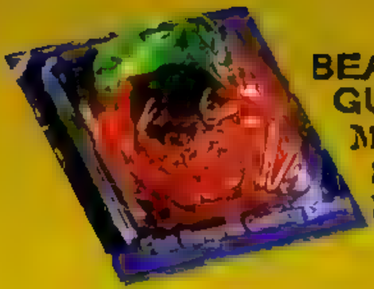
### ABRAMS MARVEL UNIVERSE
Hardcover
Former Marvel Comics archivist Peter Sanderson takes readers through the vast cosmos known as the Marvel Universe to meet the super heroes (Spider-Man, Hulk, X-Men) and the super villains (Green Goblin, Doctor Doom, Magneto) whose adventures have thrilled millions. A companion volume to Abramsí smash hit Marvel: Five Decades, this new book is an exciting introduction to world of Marvel. In lively, knowledgeable text, Sanderson recounts the main storylines, delving into the lives of the major characters be it Wolverine and the X-Men facing off against the mutant-hunting Sentinels on the streets of Long Island or Dr. Strange battling the dread Dormammu in the Dark Dimension. Read how different writers, from Stan Lee to Chris Claremont have shaped the fates of Marvel characters. the wealth of illustrations include major scenes from groundbreaking stories showcasing the best work of important Marvel artists from Jack Kirby to Jim Lee. 288-pages. 100 illustrations in full color.

### CREATIVE LICENSE
Elektra's powerful strength and beautiful features are wonderfully captured in this newest cold-cast porcelain sculpture from Creative License, the premier manufacturer of quality collectibles. Sculpted by Alistair Coleman of Synapse Modelmaking, Elektra has dropped her kimono robe to her feet, has picked up her two sai daggers, and is posed ready to fight!

**ELEKTRA SCULPTURE (RED COSTUME) SHOWN**
Limited edition of 2500 produced in her traditional red costume.
**ELEKTRA SCULPTURE (WHITE COSTUME)**
Limited edition of 250 pieces with Elektra in her rare white costume.

Laser Mach

### MAXIMUM CARNAGE METAL LASER SCULPTURE
Talk about that heavy metal excitement! This piece features Spider-Man, Venom and Carnage against the New York cityscape. The sculpture measures 11î across by 7.5î tall. Limited to 1000 pieces.



**BEACON SWEETS FRUIT FLAVORED GUMMY CANDY HEADS**

Move over bears! Here come Marvel Super Hero Gummy Heads! Spider-Man and X-Men candy in the shape of your favorite heroes head!

**METALLIC IMPRESSIONS SPIDER-MAN METAL CARD SET AND TANKARD**

Available again! 20 embossed metal collector cards featuring Spider-Man, friends and foes in a full color tin, through Heroes World only. Each set features two original John Romita Sr. and John Romita Jr. cards, designed exclusively for Metallic Impressions! Comes with individually numbered certificate of authenticity, strictly numbered to 12,000 sets. Also available again is the 18oz. stoneware tankard with Amazing Spider-man Graphics.

**PVC FIGURES**

Available again! The four latest editions to the Marvel PVC figure collection: Wolverine, Random, Spider-Man and the Thing. Expertly sculpted, each figure stands approximately 4" to 4-1/2" tall, is numbered and comes fitted with a unique designed base to allow for easy display

**CHARACTER TIME LIMITED EDITION X-MEN WATCH**

Available again! This incredible collector's edition watch was produced in honor of the 30th anniversary of the X-Men. The watch face features the cover to the original X-Men #1 in full-color and comes housed inside a metal replica of the first X-Men plane. Included are a limited edition trading card depicting the original team and a certificate of authenticity stating a limited edition of 5,000. The number of each watch is stamped onto its back. Comes packaged in a full color box featuring comic book panels from the silver age comics. A beautiful package and the ultimate X-Men gift!

**KLUTZ PRESS DRAW THE MARVEL SUPER HEROES BOOK**

Available again! This mighty manual of step-by-step instruction enables the legions of Marvel fans to draw their favorite heroes. There are tips and pointers galore, along with nine pages of tracing vellum overlaying full-color artwork, allowing even the youngest of fans to create just as good as the comics artwork. Packaged with four double-nibbed felt markers and a drawing pencil in a vinyl pouch. Wire-bound, 94-pages. This is a must-keep-in-stock item for all your customers wanting to learn to draw comics the Marvel way!

MARVEL LICENSED PRODUCTS

# SHIP SHAPE

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- LEGENDARY INKER JOE SINNOTT TAKES A STROLL DOWN MEMORY LANE
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- HOW TO COLOR THE MARVEL WAY
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| F 127 | | Marvel 1-7/8" Keychain | * |

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| F 128 | | Spider-Man Metal Card Set | * |

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| F 129 | | Maximum Carnage Metal Laser Sculpture | * |

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| G 134 | | X-Men Regular Print #XL | 14.99 |
| G 135 | | X-Men Regular Print #XXL | 18.99 |
| G 136 | | X-Man Regular Print #LG | 14.99 |
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| G 141 | | Generation X Regular Print #XXL | 18.99 |
| G 142 | | The Hulk Jumbo Print #LG | 15.99 |
| G 143 | | The Hulk Jumbo Print #XL | 15.99 |
| G 144 | | The Hulk Jumbo Print #XXL | 19.99 |
| G 145 | | Sabretooth/Mystique Jumbo Print #LG | 15.99 |
| G 146 | | Sabretooth/Mystique Jumbo Print #XL | 15.99 |
| G 147 | | Sabretooth/Mystique Jumbo Print #XXL | 19.99 |
| G 148 | | Daredevil Jumbo Print #LG | 15.99 |
| G 149 | | Daredevil Jumbo Print #XL | 15.99 |
| G 150 | | Daredevil Jumbo Print #XXL | 19.99 |
| G 151 | | Thor/Iron Man/Capt. America Super-Jumbo Print #LG | 16.99 |
| G 152 | | Thor/Iron Man/Capt. America Super-Jumbo Print #XL | 16.99 |
| G 153 | | Thor/Iron Man/Capt. America Super-Jumbo Print #XXL | 20.99 |
| G 154 | | X-Men/Clandestine Super-Jumbo Print #LG | 16.99 |
| G 155 | | X-Men/Clandestine Super-Jumbo Print #XL | 16.99 |
| G 156 | | X-Men/Clandestine Super-Jumbo Print #XXL | 20.99 |
| G 157 | | Spider-Man Super-Jumbo Print #LG | 16.99 |
| G 158 | | Spider-Man Super-Jumbo Print #XL | 16.99 |
| G 159 | | Spider-Man Super-Jumbo Print #XXL | 20.99 |
| H 160 | | Elektra Super-Jumbo Print #LG | 16.99 |
| H 161 | | Elektra Super-Jumbo Print #XL | 16.99 |
| H 162 | | Elektra Super-Jumbo Print #XXL | 20.99 |
| H 163 | | Wolverine/Venom MegaPrint #XL | 19.99 |
| H 164 | | Wolverine/Venom MegaPrint #XXL | 23.99 |
| H 165 | | Wolverine PVC | * |
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| H 167 | | Spider-Man 2099 PVC | * |
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| H 174 | | Incredible Hulk Vinyl Model Kit | 29.95 |
| H 175 | | Spider-Man Vinyl Model Kit | 29.95 |
| H 176 | | Wolverine Vinyl Model Kit | 29.95 |
| H 177 | | Venom Vinyl Model Kit | 29.95 |
| H 178 | | Spider-Man Solid Model Kit | 89.95 |
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| H 180 | | Venom Solid Model Kit | 89.95 |

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| I 181 | | Spider-Man 1.6 oz. Peanut Butter Minikins | * |
| I 182 | | Spider-Man 4.1 oz. Peanut Butter Minikins | * |
| I 183 | | Spider-Man Fun Size Bars 9 oz. Bag | * |
| I 184 | | Spider-Man 2.5 oz. Chocolate Wreath | * |

## WORLD CANDIES

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| I 185 | | Spider-Man Jaw Breaker Pop | * |
| I 186 | | Spider-Man Candy Sticks | * |

## BEACON SWEETS

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| I 187 | | Spider-Man Gummy Candy | * |
| I 188 | | X-Men Gummy Candy | * |

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| I 190 | | Storm Deluxe Costume Pre-Teen (12-14) | * |
| I 191 | | Wolverine Deluxe Costume Pre-Teen (12-14) | * |
| I 192 | | Hulk Deluxe Costume Pre-Teen (12-14) | * |
| I 193 | | Capt. America Deluxe Costume Pre-Teen (12-14) | * |
| I 194 | | Spider-Man Deluxe Costume Pre-Teen (12-14) | * |
| I 195 | | Spider-Man Vinyl Full Mask (Youth) | * |
| I 196 | | Wolverine Vinyl Full Mask (Youth) | * |
| I 197 | | Hulk Vinyl Half Mask (Youth) | * |
| I 198 | | Beast Vinyl Half Mask (Youth) | * |

### CHARACTER TIME
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|---|---|---|---|
| J 199 | | Limited Edition X-Men Watch | * |

### INNOVATIVE TIME

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|---|---|---|---|
| J 200 | | Xavier Institute Case Watch **(Subject to availability)** | * |
| J 201 | | X-Men/ Wolverine 3-D Watch | * |
| J 202 | | X-Men Combo Pack | * |

### ADVANCED GRAPHICS
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|---|---|---|---|
| J 203 | | Incredible Hulk Standee | * |
| J 204 | | Spider-Man Standee | * |
| J 205 | | Wolverine Standee | * |
| J 206 | | X-Men Group Standee | * |

### CAS
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|---|---|---|---|
| J 207 | | Wolverine Snowboard | * |
| J 208 | | Human Torch Snowboard | * |
| J 209 | | Green Goblin Snowboard | * |
| J 210 | | Captain America Snowboard | * |

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she's hiding a crossbow
under that dress.
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